

83

Houston Oilers

ABBREVIATIONS & GENERAL TERMS

1. AUD Audible
2. B Buck
3. B.C. Ball Carrier
4. B.P. Vertical Breaking Point
5. B&R Break and Read
6. BUBBLE Refers to an Area Over an Uncovered
Offensive Lineman.
7. C Defensive Corner
8. C.P. Coaching Point
9. D.E. Defensive End
10. D.T. Defensive Tackle
11. E.M.L.O.S. End Man on Line of Scrimmage
12. EVEN FRONT Defensive Line Spacing with No Lineman
on Center's Nose.
13. F Frank (Free Safety)
14. F.B. Fullback
15. G Onside Guard Pulling
16. GAP The Area Between Two Offensive Linemen.
17. G.T. Onside Guard and Tackle Pulling (Influence)
18. H.B. Halfback
19. I Influence
20. L.O.S. Line of Scrimmage
21. M.D.M. Most Dangerous Man
22. M Mac
23. N.A. Does "Not Apply"
24. N.T. Nose Tackle
25. N.S.P.U. No Swing Pick Up

26. O Offside Guard Pulling
27. O.C.N. Center
28. ODD FRONT Defensive Line Spacing Whereby There
is a Down/Lineman Covering the Center.
29. OFFSIDE The Side of the Play Away from the Attack
Side.
30. O.G. Offside Guard
31. ON A Down Lineman on the L.O.S. Covering an
Offensive Line Blocker.
32. O.T. Offside Tackle
33. O.T.B. On the Ball
34. OVER A Defensive Man Covering an Offensive
Lineman, but Off the L.O.S.
35. P.O.A. Point of Attack
36. P.G. Playside Guard
37. P.T. Playside Tackle
38. P.S.L. Pre Snap Look
39. Q.B. Quarterback
40. R Rover (Strong Safety)
41. R.B. Running Back
42. S Stub
43. S.E. Split End
44. S.P.U. Swing Pick Up
45. T Onside Tackle Pull
46. T.B. Tailback
47. T.E. Tight End
48. W.R. Wide Receiver
49. X Weak Side Receiver
50. Y Tight End
51. Z Flanker

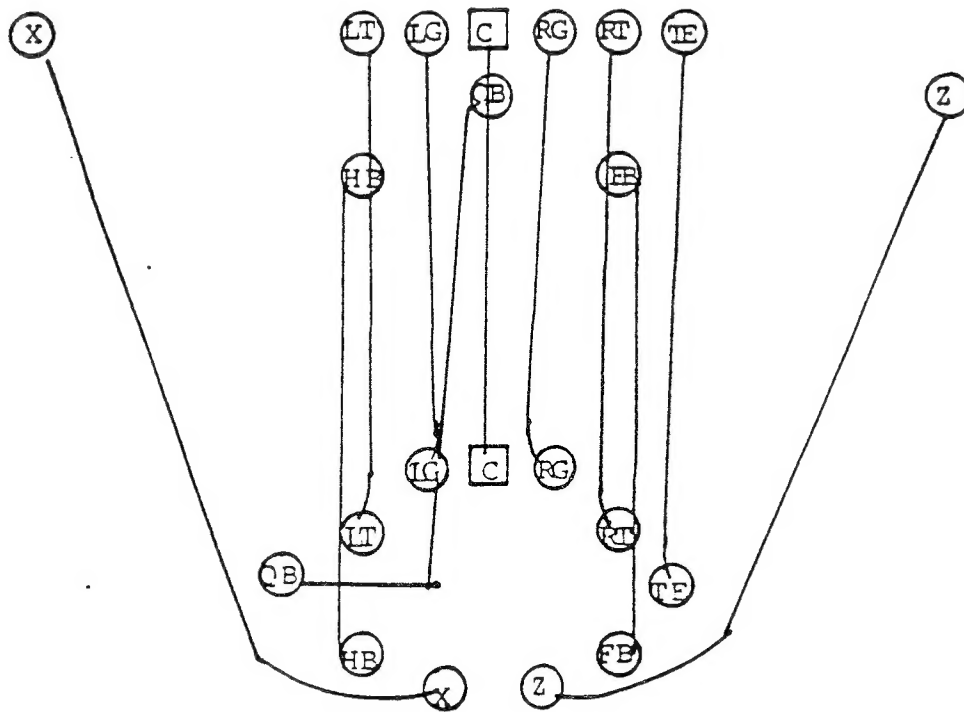
PLAYSIDE The Attack Side of the Play

BASE Man for Man Blocking Scheme on Playside

OFFENSIVE MECHANICS

I. FORMING THE HUDDLE

- 1.1 The center forms the huddle approximately seven 7 yards from the line of scrimmage.
- 1.2 The rest of the squad will form around him as diagrammed below with their hands on knees.
- 1.3 The QB will enter the huddle after the huddle is organized.
- 1.4 Huddle Diagram



II. HUDDLE BREAK

- 2.1 The QB will step into the huddle and call the play and snap count.
- 2.2 The X and Z will leave the huddle as soon as the play has been given.
- 2.3 The QB will break the huddle by saying "R-E-A-D-Y B-R-E-A-K". On "B-R-E-A-K" everyone claps as they leave the huddle and hustle to the line. All turn to the inside when leaving the huddle.

OFFENSIVE MECHANICS

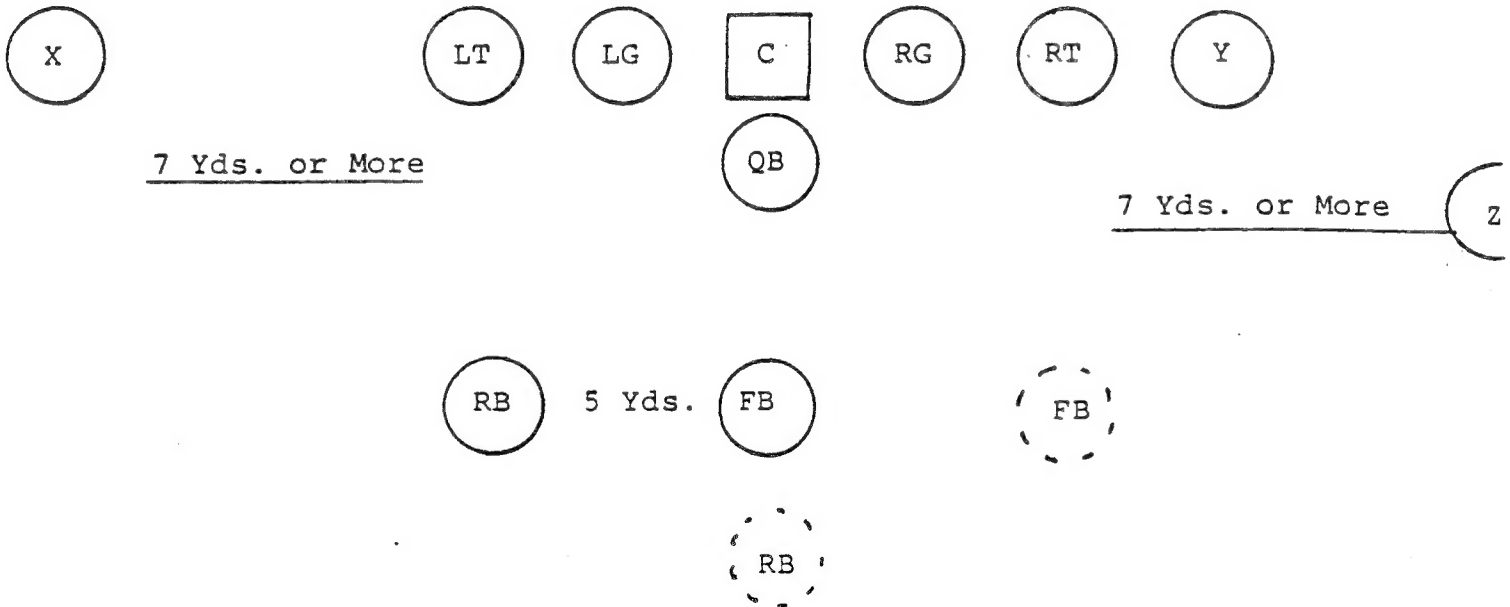
Huddle Break (Continued)

- 2.4 The QB is the only one who will talk in the huddle.
- 2.5 Do not lean on other men in the huddle. Place your hands (not elbows) on your knees.
- 2.6 If you do not hear the signal — the word is check.
- 2.7 REMEMBER, we have only 30 seconds to get a play started. We must save all the time possible by being efficient in our huddling.

III. POINT OF ATTACK: All offensive holes are numbered for two reasons:

- 3.1 To direct the ball carrier to the point of attack. However, due to different defensive alignments, it is important for the backs to be alert to adjust their running courses to daylight that appears.
- 3.2 To indicate the area to be blocked by the offensive linemen and backs. In some cases the hole call will also dictate a specific blocking principle.

LINE UP AND SPACING



BACKS: Depth - Always referred to in terms of heels from back end of ball.
 Width - Base will be splitting inside leg of OT with cheats of 1/2 man or 1 man inside or outside based on the play.

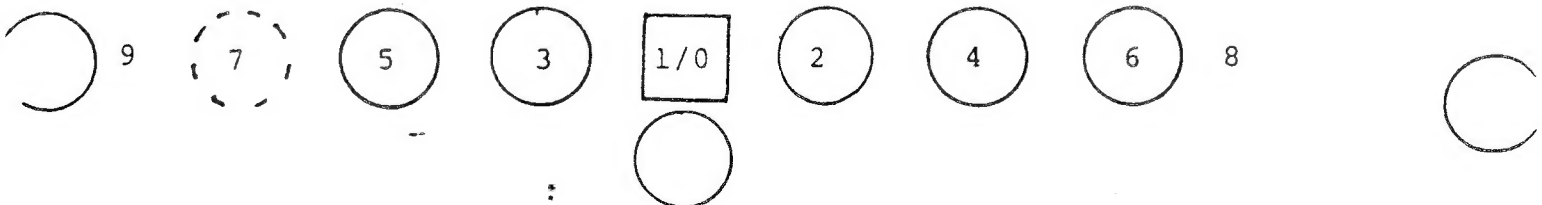
FB/RB: Depth -
 1. Minimum - 4-1/2 yards
 2. Normal - 5 yards
 3. Maximum - 5-1/2 yards

TAILBACK: Depth:
 1. Minimum - 6-1/2 yards
 2. Normal - 7 yards
 3. Maximum - 7-1/2 yards

OFFENSIVE HOLE NUMBERING

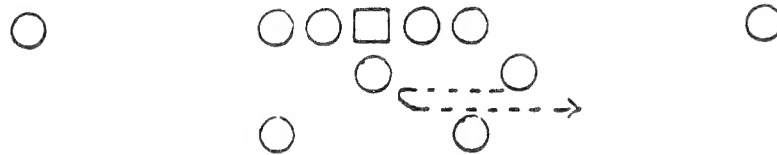
Odd Numbers

Even Numbers



4.3 The ball will be snapped at the descretion of the QB.

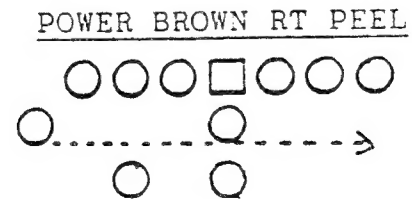
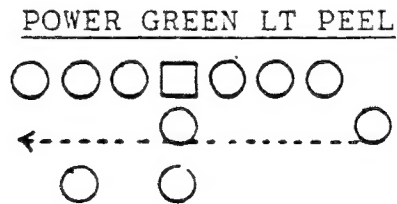
EXAMPLE: RED RT FAKE TOM



2.4 SUBSTITUTE FOR FLANKER MOTION

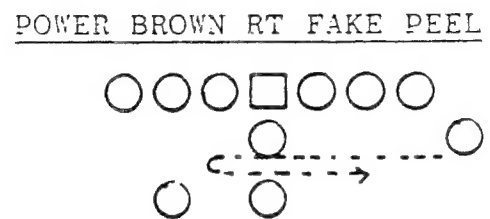
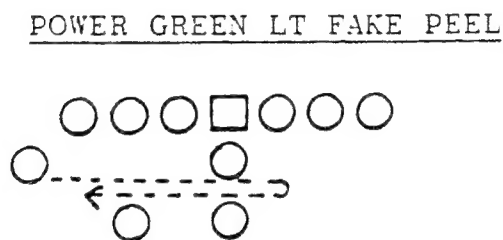
1. PEEL: The term used to direct a man who has replaced Z in the formation to use a form of motion that changes the strength of the formation.

EXAMPLE:



2. FAKE PEEL: The term used to direct a man who has replaced Z in the formation to use a form of motion that does not change the strength of the formation. It amounts to faking peel motion, and coming back out to original formation called.

EXAMPLES:



III. CALLING MOTION

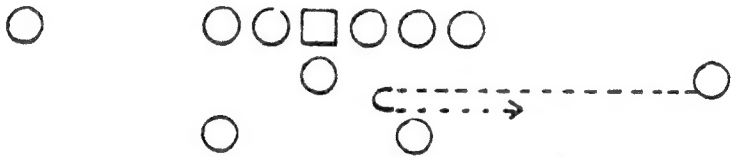
- 3.1 The QB will call any form of motion right after the formation call of the formation variation call if one is included.

EXAMPLES: RED RT B MOTION
RED LT ZOOM
BROWN RT TIM

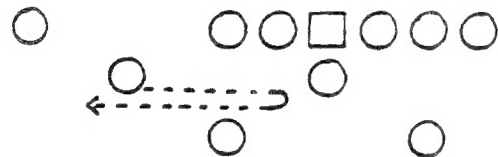
4.3 The ball will be snapped at the descretion of the QB.

EXAMPLES:

RED RT FAKE ZOOM



RED RT OPPOSITE FAKE ZOOM



2.3 Y MOTION

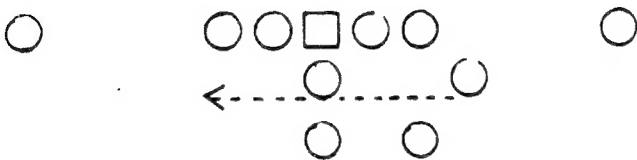
1. TOM: The term used to direct the TE in a form of motion that changes the strength of the formation.

1.1 The TE will line up opposite the call and go in motion to the call side of the formation.

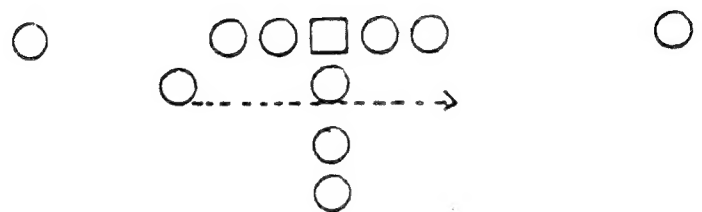
NOTE: To execute this motion Y will be off the L.O.S. and Z will be on the L.O.S.

EXAMPLES:

BROWN LT TOM



I RT TOM



2. TOUT: The term used to direct the TE in a form of motion that does not change the strength of the formation. It amounts to Tight-End Out motion.

IV. INITIATING MOTION

4.1 Any time any category of motion is called, the snap count can NOT be on the first sound or on the audible.

4.2 The man called into motion will initiate his movement on the first "HUT" call and the QB will be responsible for controlling the distance desired.

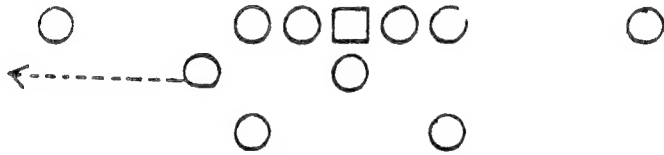
NOTE: We can call Short Motion, or Short Zoom.

4.3 It is easier to control forms of Long Motion by going on 3 than it is on 2 and have to hold the squad for a longer than normal period between this first and second Hut call.

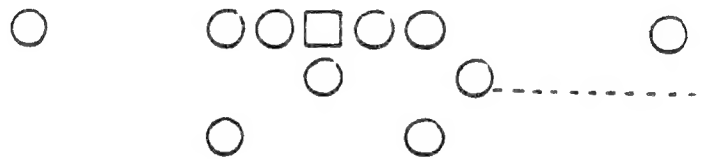
- 2.1 When the TE goes in TOT motion, he actually becomes Z in our pass mechanics once the ball is snapped..

EXAMPLES:

RED LEFT OPEN TOUT



RED RT OPEN TOUT



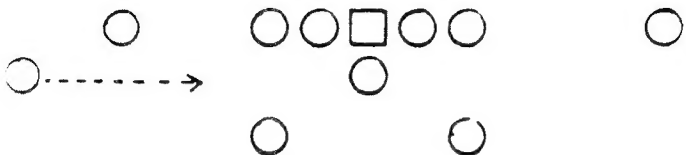
NOTE: The T.E. will be lined up off the L.O.S. and Z will be on the L.O.S.

3. TIM: The term used to direct a form of Y motion that does not change the strength of the formation. It amounts to the TE lining up outside and motioning back inward.

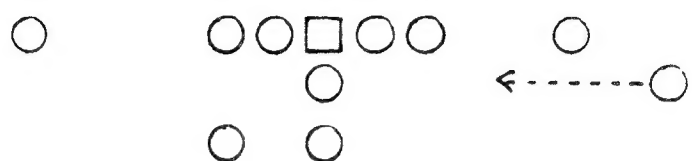
- 3.1 When the TE TIM motions, he actually ends up back in the formation called.

EXAMPLES:

RED LT TIM



BROWN RT TIM



4. FAKE TOM: The term used to direct the TE in a form of motion that does not change the strength of the formation. It amounts to Y faking a TOM type of motion, and then comes back out to formation called.

- 4.1 The TE lines up in the formation called and goes in motion toward the formation to the QB.

- 4.2 At the QB position he reverses his direction and returns towards his original position.

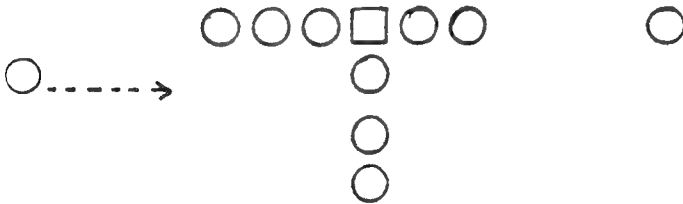
3. ZIN: The term used to direct the flanker in a form of motion that does not change the strength of the formation. It amounts to Z-IN-MOTION inward toward the formation.

3.1 The flanker lines up in the formation called and goes in motion toward the formation.

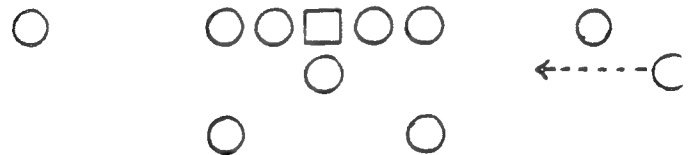
3.2 The ball will be snapped before Z reaches the formation.

EXAMPLES:

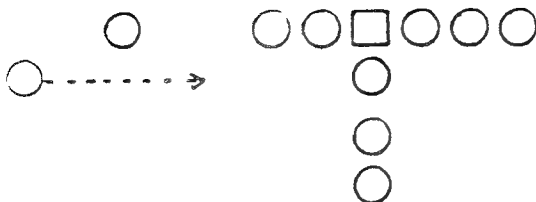
I LT ZIN



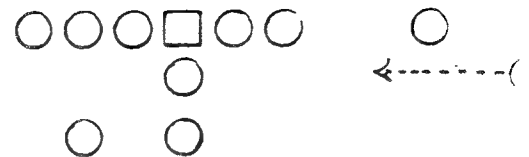
RED RT TIDE ZIN



I LT OVER ZIN



GREEN LT OVER ZIN



4. FAKE ZOOM: The term used to direct the flanker in a form of motion that does not change the strength of the formation. It amounts to Z faking a Zoom type of motion, and then coming back out away from the formation.

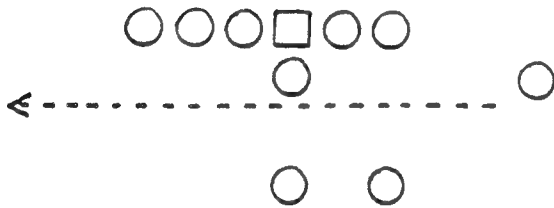
4.1 The flanker lines up in the formation called and goes in motion toward the formation to the QB.

4.2 At the QB position he reverses his direction and returns towards his original alignment.

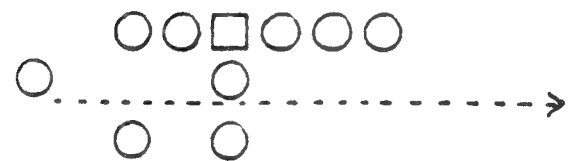
- 1.1 The flanker will line up in a Pre-Zoom position as assigned and up in the formation called.

EXAMPLES:

BROWN LT ZOOM



BROWN RT ZOOM

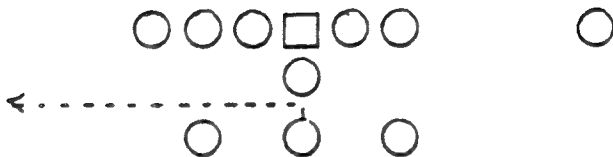


2. ZOUT: The term used to direct the flanker in a form of motion that does not change the strength of the formation. It amounts to Zout-motion.

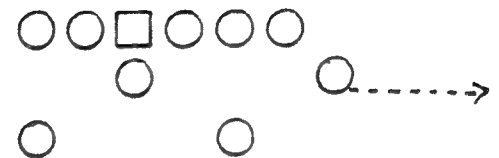
- 2.1 The flanker will line up in a Pre-Zout position as assigned and end up in the formation called without crossing the formation.

EXAMPLES:

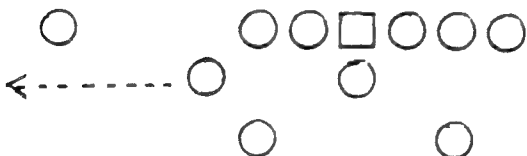
RED LT ZOUT



RED RT ZOUT



RED RT OVER ZOUT



I. MOTION:

Motion is defined as any movement that takes place prior to the snap by one of the three backs, including Z and Y.

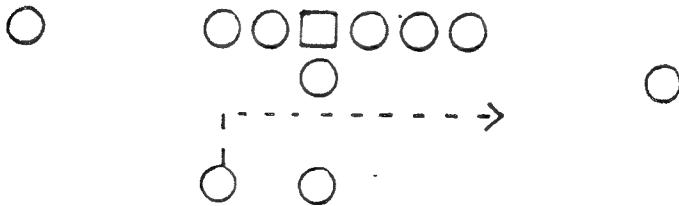
II. MOTION CATEGORIES:

2.1 RUNNING BACKS

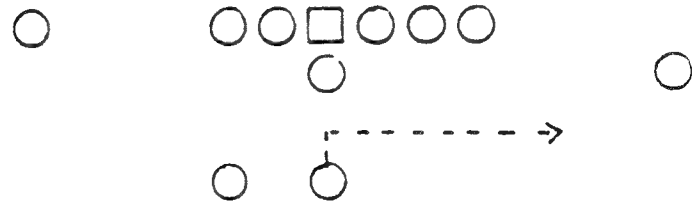
1. MOTION: The term used to direct either the HB or FB in motion toward the two receiver side of the formation.

EXAMPLES:

HB MOTION



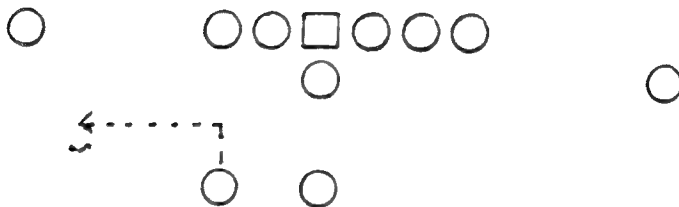
FB MOTION



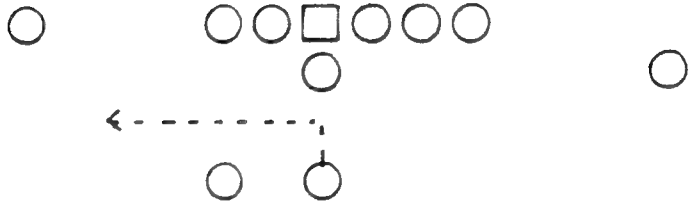
2. JET: The term used to direct either the HB or FB in motion toward the single receiver side of the formation.

EXAMPLES:

HB JET



FB JET

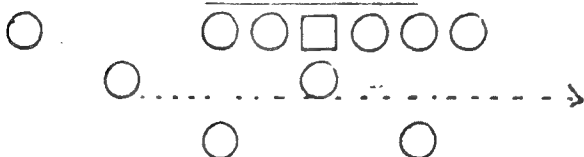


2.2 FLANKER MOTION

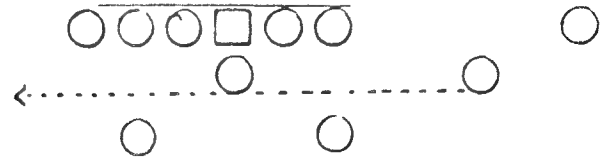
1. ZOOM: The term used to direct the flanker in a form of motion that will change the strength of the formation.

EXAMPLES:

RED RT ZOOM



RED LEFT ZOOM



AUDIBLE CALLS

30/31 ----- 30/31 DRIVE
32/33 ----- PLUNGE 32/33 TRAP
34/35 ----- 34/35 SLANT
38/39 ----- 38/39 TOSS

20/21 ----- 20/21 HAND-BACK
22/23 ----- 22/23 TOSS-TRAP
24/25 ----- 24/25 M LEAD
26/27 ----- 26/27 POWER BOB O
28/29 ----- 28/29 TOSS

80 ----- ZERO 88
81 ----- QUICK 606
82 ----- QUICK 212 A ARROW-UP
83 ----- SCOT 737 B UP (Y G.O.)
84 ----- FLARE 438 A WIDE-SNEAK
85 ----- FLARE 585
86 ----- FIRM 633
87 ----- KEY 748 WIDE
88 ----- SCOT 834 B CENTER
89 ----- SCOT 368
90 ----- FLOOD FIRM 603 A ARROW-CHECK
91 ----- QUICK 101
92 ----- FLARE 272 UP-X-Z DELAY
93 ----- FIRM 363 STOP
94 ----- FLARE 495 A ANGEL-STOP
95 ----- FLARE 565 STOP
96 ----- FLARE 666
97 ----- FLARE 787 WIDE
98 ----- 844 A IN-WHEEL
99 ----- MAX FIRM 909

AUDIBLES

There will be two types of audibles available to us:

1. "On the Ball" (OTB) calls.
2. Pure change of play. This requires a repeat of snap count.

If the QB has indicated that we will have an OTB play, the numbers which he uses as part of our cadence will dictate what the play will be. Our OTB play can be one of three varieties:

1. Type of play -- "Bob Sweep on the ball."
2. Package -- "21 Handback or 20 Quick Screen Left on the ball."
3. Pure "On the ball."

We can at any time use an audible by repeating the snap count in our cadence. When the snap count has been repeated, the numbers will indicate what the play to be used is going to be.

On all audibles the snap count is on two -- (the second "Hut").

FORMATION STRUCTURE

I. STRENGTH

- 1.1 Strength for front identification is determined by the alignment of Y.
- 1.2 Strength in relationship to coverages is determined by the two receiver side of any set.
- 1.3 A right or left call always directs the position of the tight end.

II. BACKFIELD SETS

- 2.1 Colors are used to call any formation in which two Runningbacks are set in the backfield except "I" formation (Red, Brown, Green).
- 2.2 Anytime there is only one Runningback in the backfield, the set is named.
 1. The name directs the deployment of our personnel and the swing-pick-up responsibilities of our remaining back and the substituted back.
 - A. "D": If the formation starts with a D - the Running Back is designated as the B (Full) Back
 - (1) Duece
 - (2) Duel
 - (3) Duece-off
 - (4) Dart
 - (5) Double
 - B. "F": A Double Look with a true slot on one side of the formation. The Runningback is the A (Half) Back.
 1. Flank
 2. Far
 - C. "T": Triple Type Looks. The remaining back is designated as the A (Half) Back. The one exception is Trey, where the Running Back is the B Back.
 1. Twins
 2. Trips (Nickel)
 3. Trey
 4. Trot
- 2.3 If Pair personnel is called for, it will be a color set with 2 T.E.'s and one WR'er.

- 2.4 If the term TRADE is called, the two Runningbacks exchange alignment positions.
- 2.5 If the term Switch is called, the Wide Receivers exchange positions.
- 2.6 OFF - A term indicating a change of assignments between the A Back and Y in a Duece Formation.

RECEIVER ALIGNMENT

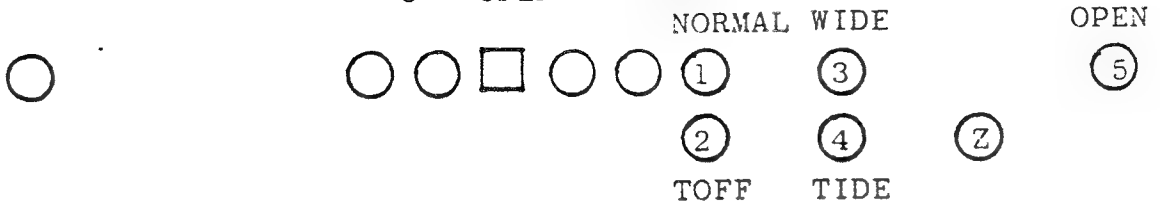
SPLIT END = "X"

- 1 - NORMAL = NUMBERS
- 2 - FLEX = 4-6 YDS
- 3 - TIGHT = 1 YD



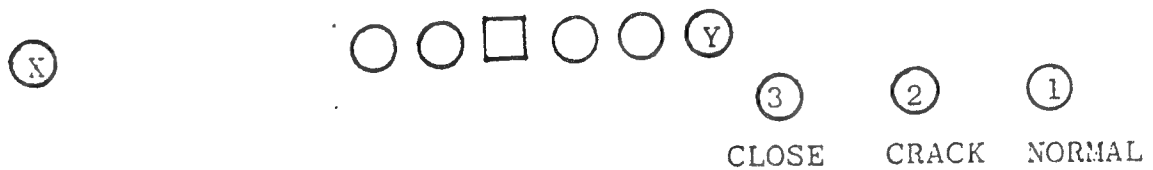
TIGHT END - "Y"

- 1 - NORMAL = 1 YD
- 2 - TOFF = 1 YD OFF L.O.S.
- 3 - WIDE = 4-6 YDS
- 4 - TIDE = 4-6 YDS OFF L.O.S.
- 5 - OPEN = NUMBERS

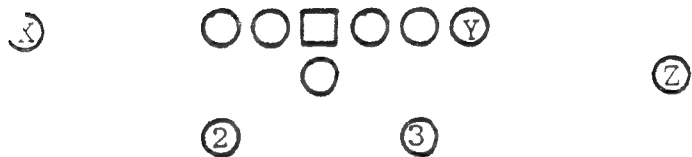


FLANKER = "Z"

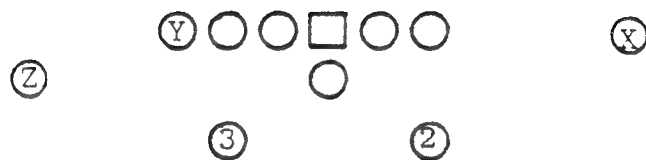
- 1 - NORMAL = NUMBERS
- 2 - CRACK = 4-6 YDS
- 3 - CLOSE = 1 YD OFF L.O.S.



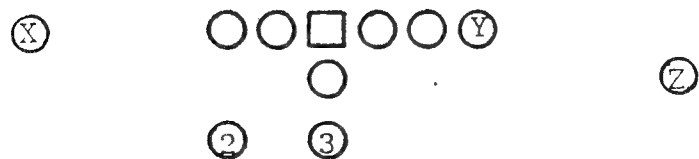
2 BACK FORMATIONS



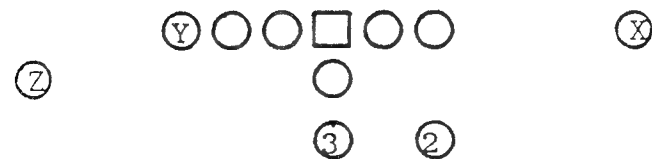
RED RIGHT



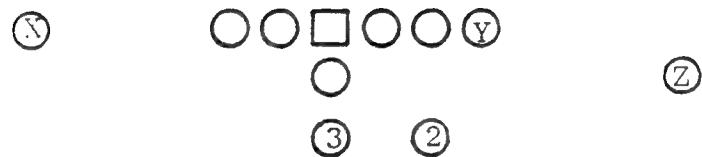
RED LEFT



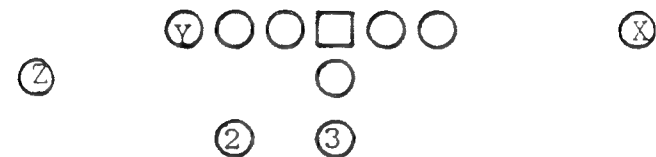
BROWN RIGHT



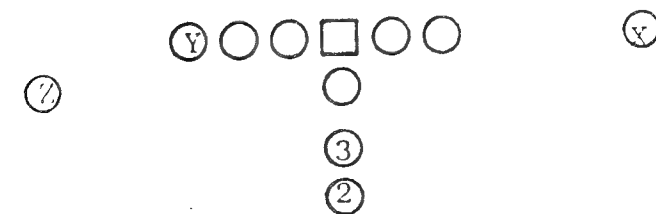
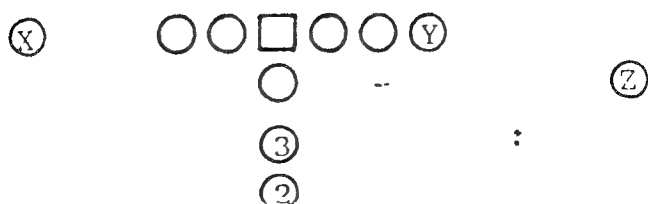
BROWN LEFT



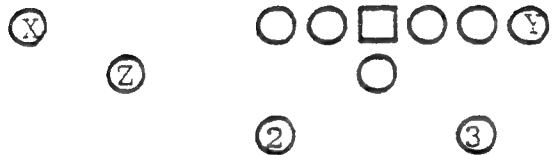
GREEN RIGHT



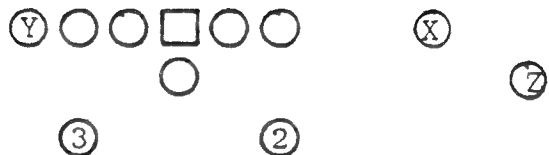
GREEN LEFT



2 BACK FORMATIONS



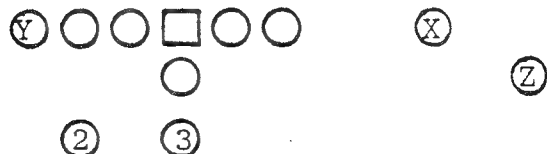
RED RIGHT OPPOSITE



RED LEFT OVER



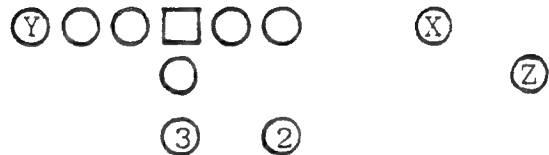
GREEN RIGHT OPPOSITE



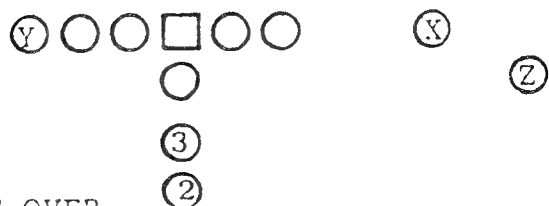
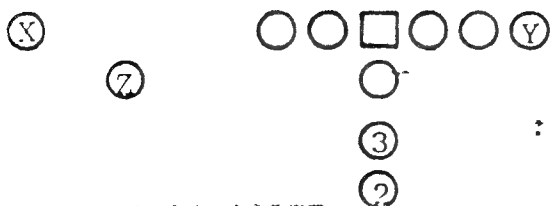
GREEN LEFT OVER



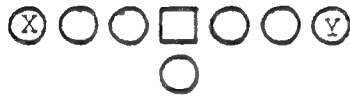
BROWN RIGHT OPPOSITE



BROWN LEFT OVER



PAIR FORMATION (TWO BACKS - 2 TIGHT ENDS)

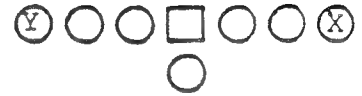


(Z)

(2)

(3)

RED RIGHT PAIR



(Z)

(3)

(2)

RED LEFT PAIR



(Z)

(2)

(3)

BROWN RIGHT PAIR

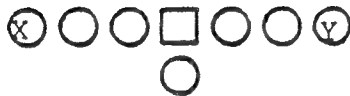


(Z)

(3)

(2)

BROWN LEFT PAIR



(Z)

(3)

(2)

GREEN RIGHT PAIR



(Z)

(2)

(3)

GREEN LEFT PAIR

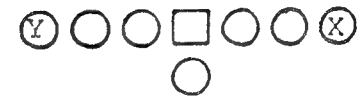


(Z)

(3)

(2)

I RIGHT PAIR



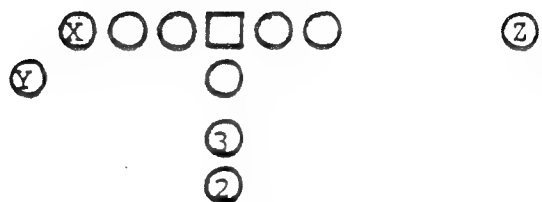
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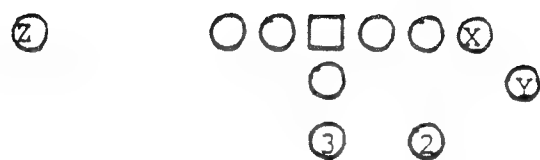
I LEFT PAIR

PAIR FORMATION CONT.

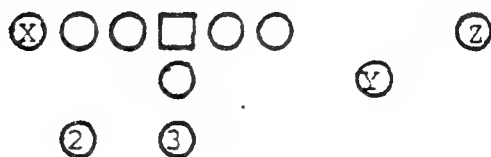


I RIGHT

PAIR "FLOP"



BROWN LEFT PAIR "FLOP"



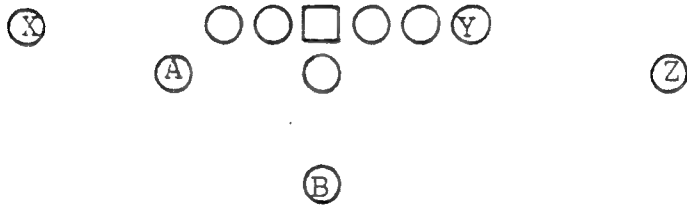
BROWN RIGHT PAIR "TIDE"



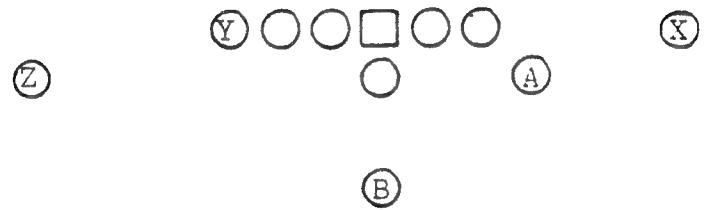
GREEN LEFT PAIR "TIDE"

SINGLE BACK FORMATIONS

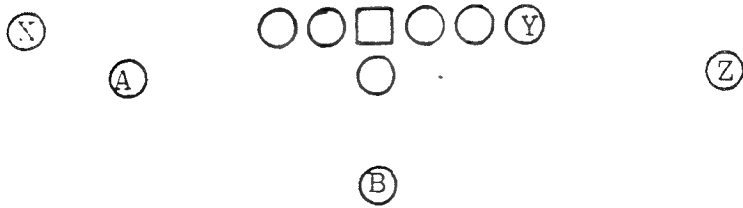
DUECE RIGHT



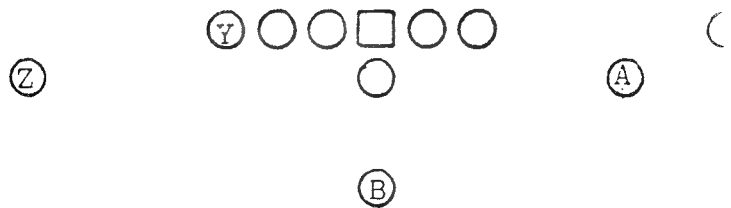
DUECE LEFT



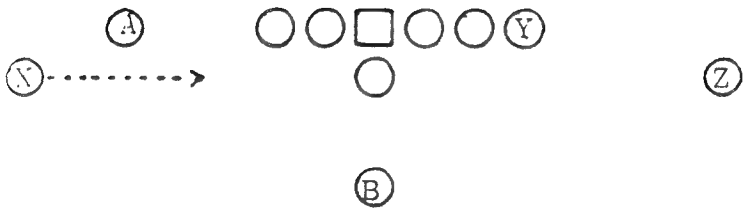
DUEL RIGHT



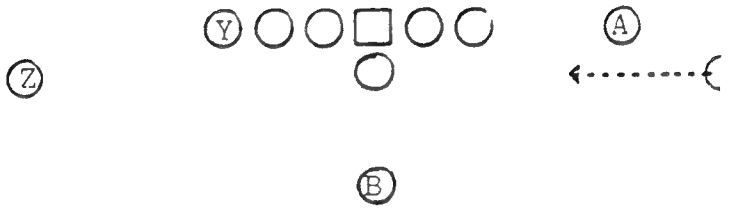
DUEL LEFT



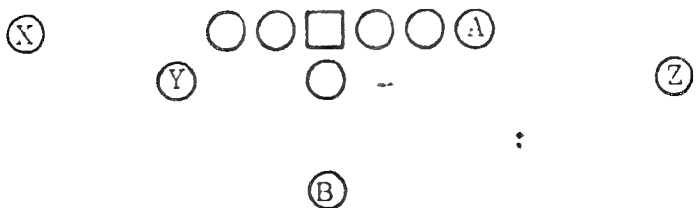
DART RIGHT



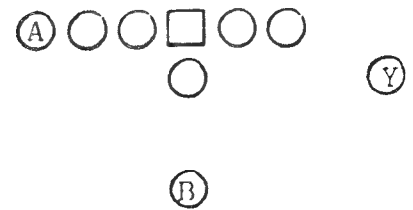
DART LEFT



DUECE RIGHT OFF



DUECE LEFT OFF



DOUBLE RIGHT

(A) ○ ○ □ ○ ○ (Y)



(X)

(Z)

(B)

DOUBLE LEFT

(Y) ○ ○ □ ○ ○ (A)

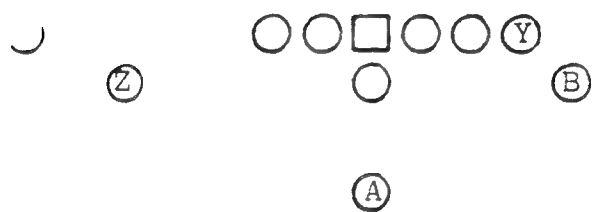


(Z)

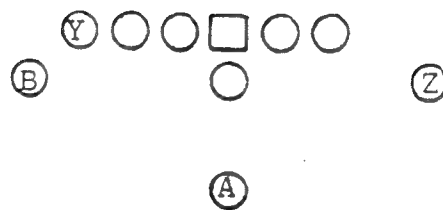
(X)

(B)

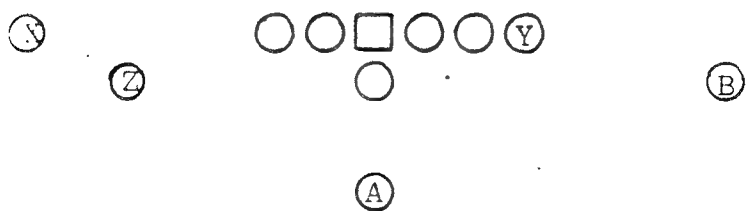
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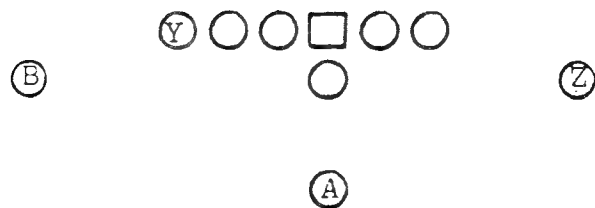
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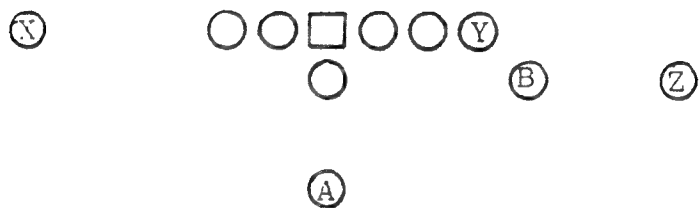
FAR RIGHT



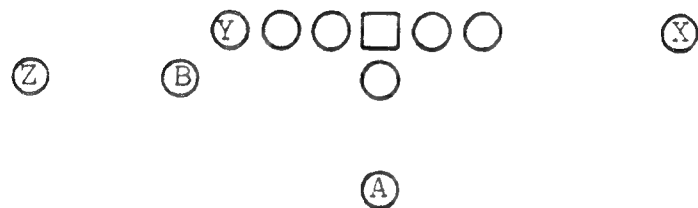
FAR LEFT



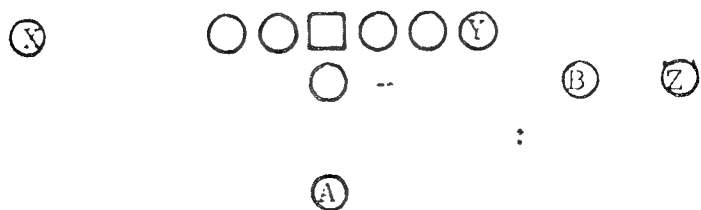
TWINS RIGHT



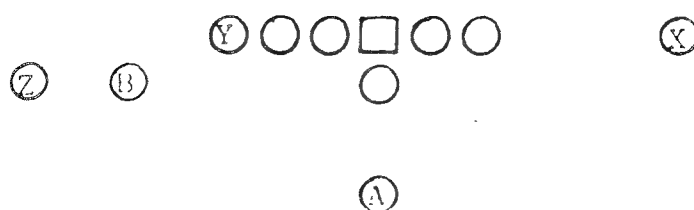
TWINS LEFT



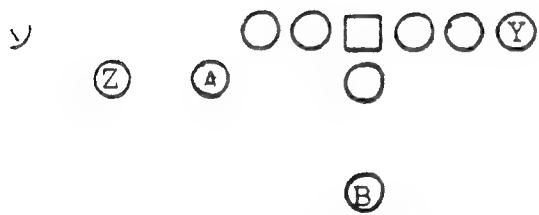
TROT RIGHT



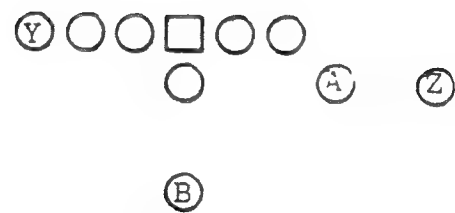
TROT LEFT



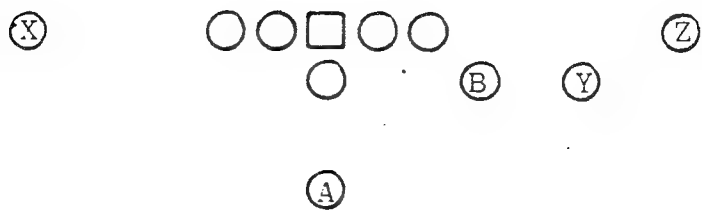
TREY RT



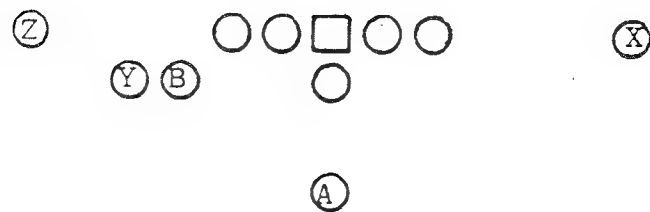
TREY LEFT



TRIPS RIGHT



TRIPS LEFT



OFFENSIVE MECHANICS

- I. OFFENSIVE CADENCE: We have designed a very unsophisticated cadence system in hopes that the offensive team can better concentrate on what and how intently rather than when they are going to do something. There is no question that concentration is a key to getting off on the ball, but once the snap count is called, it must be stored in your mind and your thoughts should switch to assignment recognition and intensity. The snap count must be automatic! The cadence is divided into FOUR PHASES!

- 1.1 PHASE ONE: QUICK COUNT OR FIRST SOUND SNAP - To keep the defense off balance we use a "First Sound" command as a quick count. The first sound is SET--HUT!

1. The QB will merely call the snap as "on the first sound", which means SET--HUT!
2. Everyone must get up to the L.O.S. quickly and set in the Line Posture dictated by the QBs call. No shifting or motion will take place when a play is called on the first sound.
3. The QB will not use Phase One (Set Hut Command) unless we are going to go on this command.
4. EXAMPLE: RED RIGHT - 28 SWEEP - ON THE FIRST SOUND DOWN.

- 1.2 PHASE TWO: AUDIBLE PHASE

1. The ball can be snapped on the AUDIBLE if called by the QB. He merely calls the play and says "On the Audible" up or down!

- 1.1 When called On the Audible, the Second Number is used as the snap count.

EXAMPLE: RED RIGHT - 35 - ON THE AUDIBLE DOWN!
READY BREAK! TWO 37 TWO!
(Ball Snapped)

2. Note - We cannot change a play on the L.O.S. when a play has been called "On The Audible!"
3. The QB can eliminate the Audible Phase of the cadence by alerting the squad and go right into Phase Three!

- 1.3 PHASE THREE: PRELIMINARY COMMAND - R E A D Y!

1. This command sets the squad and lets them know we are going into the snap count phase of the cadence.
2. The line posture and backfield alignment is adjusted at this time.

3. READY is never used as a snap count!

EXAMPLE: Phase 2 & 3 combined: Three 31 --
THREE 31 -- READY.

4. If going on 1, the QB must give the squad one full second after the shift before he can set 'em off!

5. Make the READY command a long command R E A D Y!

1.4 PHASE FOUR: NON-RHYTHMIC SNAP COUNTS

1. Hut is the term used as our snap count even though the QB will call the count on 1-2-3 or 4 as a huddle call.
2. If called on 1, the QB will pause for at least one full second after the READY command then shout HUT!
3. If the snap count call was on 3, the QB calls HUT-- 3 times on the L.O.S and the ball is snapped accordingly.
4. This phase of the cadence is non-rhythmic.

EXAMPLE: Play called on Two!
TWO 31 -- Two 31 -- R E A D Y HUT -- HUT!

SUMMARY: This gives us the opportunity to snap the ball in three different segments of our cadence.

1. On the FIRST SOUND = SET--HUT!
2. On the AUDIBLE = TWO TWO!
3. On the NON-RHYTHMIC NUMBER 1 - 2 - 3 or 4!
ONE 31 -- ONE 31 -- READY -- HUT HUT!

II. INITIATING MOTION

- 2.1 Any time any category of motion is called, the snap count can NOT be a Phase One or Phase Two call.
- 2.2 The man called into motion will initiate his movement on the first HUT, and the QB will be responsible for controlling the distance desired.

III. AUDIBLE MECHANICS

- 3.1 BASIC PHILOSOPHY: The use of audibles within the basic philosophy of the Oiler Offense is merely to get us out of a bad play. We will not attempt to master mind the game on the line of scrimmage with an audible.
 1. We do not want anything to break our concentration on what we have to do and how aggressive we are going to do it.

3.2 REPEAT ORIGINAL SNAP COUNT SYSTEM.

1. If the original snap count is repeated in the cadence, the next numbers will dictate the new play to be executed.

EXAMPLE: Huddle Call - 34 on ONE. L.O.S call
ONE 28 - ONE 28. The play run will be 28.

2. Anytime a play is changed at the L.O.S the snap count is automatically on TWO.

3.3 CHECK WITH ME MECHANICS.

1. If we do not want to make a Huddle Call, the QB will call the formation, then say "CHECK WITH ME", and the actual play will be called as an audible on the L.O.S. with our Base Audible Mechanics.

EXAMPLE: CALL - HUDDLE CALL = BROWN RIGHT - CHECK WITH ME -
READY BREAK!

L.O.S. CALL FOUR 32 -- FOUR 32! The play Run is
32 and the ball is snapped on TWO.

2. The "CHECK WITH ME SYSTEM" can also be used to call two plays in the huddle with everything else being determined on the L.O.S.

2.1 Direction given on L.O.S.

- 2.1 Direction given on L.O.S.
Huddle call 28/29 TOSS - "CHECK WITH ME"

L.O.S. call 2-28 -- 2-28. The play run
will be 28 TOSS

- 2.2 Choice of play made on L.O.S: Huddle Call:
I RIGHT 25/28 TOSS - "CHECK WITH ME"

L.O.S. call THREE 25 -- THREE 25 = The play
run will be 25.

- 2.3 Choice of Run or Pass on L.O.S.: Huddle call
RED RT 28 SWEEP or 91 - "CHECK WITH ME"

L.O.S. call TWO 91 -- TWO 91: The play run
will be QUICK 91.

3.4 REMINDER - ALL AUDIBLES AUTOMATICALLY REVERT TO A SNAP COUNT OF TWO! This includes Check With Me!

IV. SHIFTING AND LINE POSTURE MECHANICS

- 4.1 The QB has the option to line up the offensive team in one of three different postures:
1. SHIFT CALL: On a "SHIFT CALL", the linemen will line up in a two point stance, elbows on knees, and shift down into a three point stance. The backs shift at the same time from their basic alignment formation (I FORMATION) to the formation called, assuming a three point stance, once getting into position!
 2. DOWN CALL: On a "DOWN CALL", the linemen will line right up in a three point stance and be ready to go! The backs will again shift from the "I" formation to the formation called, assuming a three point stance once getting into position.
 3. UP CALL: On an "UP CALL", the linemen will line up in a two point stance, remain up and go from there. The backs will go through their normal shift mechanics from the "I", but remain up once in proper position.
- 4.2 The QBs use of these different postures is dictated by play called and game plan.
- 4.3 The SHIFT is always made on the READY COMMAND following the AUDIBLE PHASE of the cadence. C.P. QB, give the squad time to complete their shift.
- 4.4 The QBs call defining which posture is desired is made after the SNAP COUNT PHASE of the cadence and before the READY -- BREAK command!
- EXAMPLE: RED RT-28 SWEEP BOB-ON TWO - "UP" - READY BREAK!
- 4.5 Whenever the QB calls a play on the FIRST SOUND or on the AUDIBLE, no shift of any kind takes place on this play. Everyone must assume the posture called in the formation called and be ready to go.
- 4.6 NOTE: The wide receivers line up regardless of the QBs call!
- 4.7 If the play called is to be run from the "I" formation, Red formation will be used as the pre-SHIFT formation for the RBs!

V. PLAY CALLING MECHANICS:

5.1 Our play calling mechanics have a definite structure for specific reasons, so it is important to study in detail the following scheme.

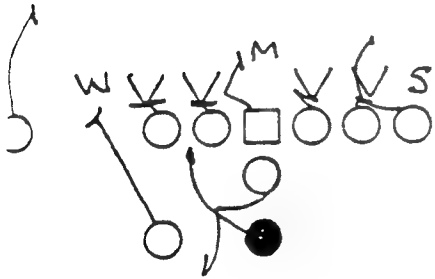
<u>FIRST CALL:</u>	FORMATION -----	<u>RED!</u> (1st)
<u>SECOND CALL:</u>	FORMATION STRENGTH -----	<u>RED RIGHT!</u> (2nd)
<u>THIRD CALL:</u>	FORMATION VARIATION -----	<u>RED RIGHT OPPOSITE</u> (3rd)
<u>FOURTH CALL:</u>	ANY USE OF ZOOM-MOTION --	<u>RED RT. OVER--ZOOM</u> (4th)
<u>FIFTH CALL:</u>	PLAY NUMBER -----	<u>RED RT. OVER--ZOOM</u> 28! (5th)
<u>SIXTH CALL:</u>	SERIES NAME -----	<u>RED RT. OVER--ZOOM</u> 28 <u>SWEEP!</u> (6th)
<u>SEVENTH CALL:</u>	BLOCKING VARIATION -----	<u>RED RT. OVER--ZOOM</u> 28 <u>SWEEP BOB!</u> (7th)
<u>EIGHTH CALL:</u>	SNAP COUNT -----	<u>RED RT. OVER--ZOOM</u> 28 <u>SWEEP BOB ON TWO!</u> (8th)
<u>NINTH CALL:</u>	LINE POSTURE -----	<u>RED RT. OVER--ZOOM</u> 28 <u>SWEEP BOB ON TWO</u> <u>DOWN!</u> (9th)
<u>TENTH CALL:</u>	HUDDLE BREAK -----	<u>RED RT. OVER--ZOOM</u> 28 <u>SWEEP BOB ON TWO</u> <u>DOWN - READY BREAK!</u> (10th)

5.2 NOTE: Very few plays called will ever require that the QB go through all ten phases of the play calling scheme.

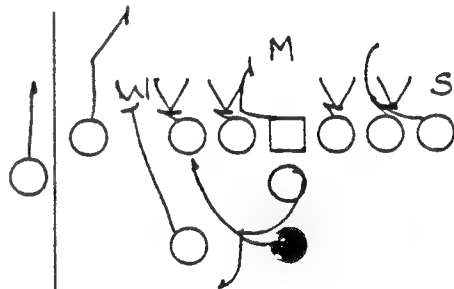
SLANT SERIES

DEFINITION OF: The Slant Series is a series in which two RBs enter the L.O.S. on the same side of the ball, with one RB responsible for #3 - BUCK or STUB and in some defenses a DE! The QB will reverse pivot to the hole except when running the series from the I!

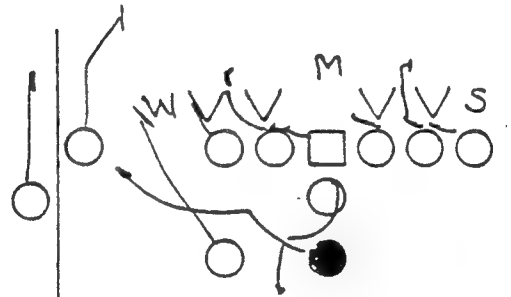
35 Slant



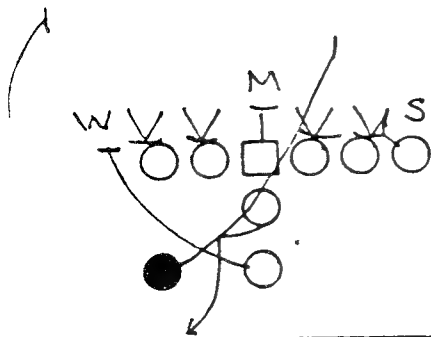
37 Slant



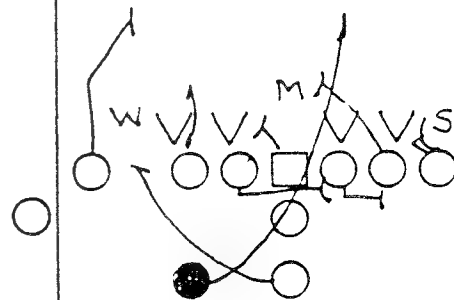
39 Slant



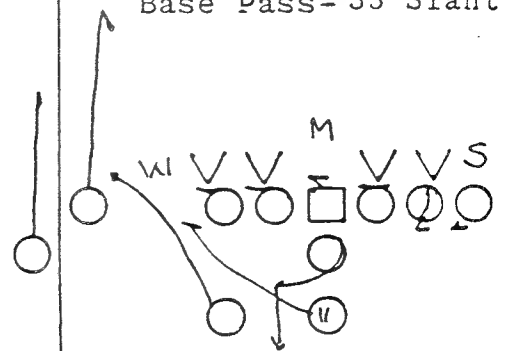
20 Slant



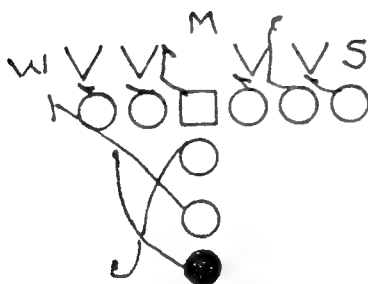
22 Slant



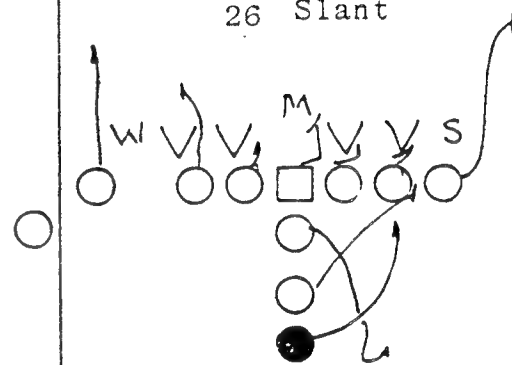
Base Pass-33 Slant



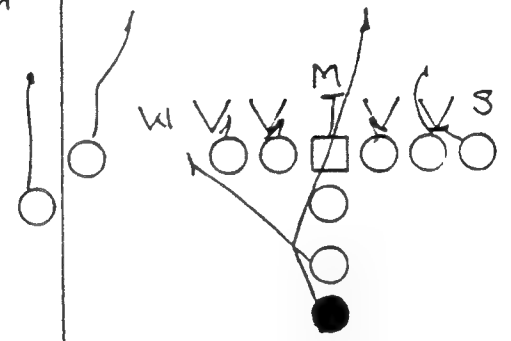
27 Slant



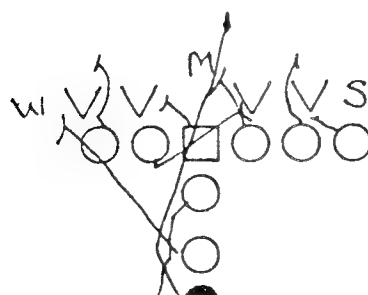
26 Slant



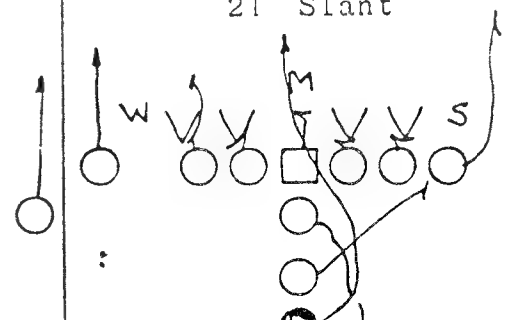
20 Slant



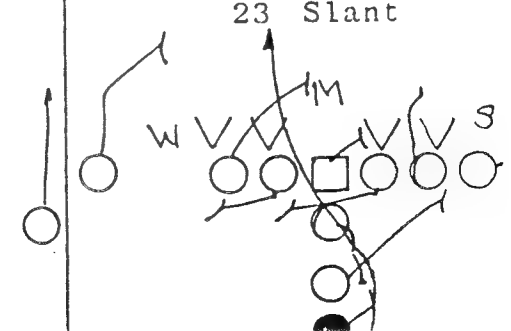
22 Slant



21 Slant



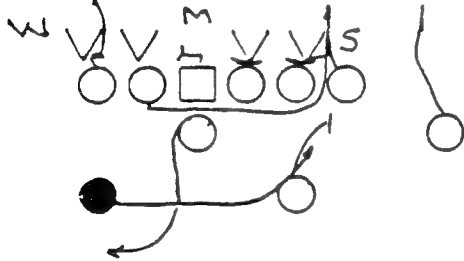
23 Slant



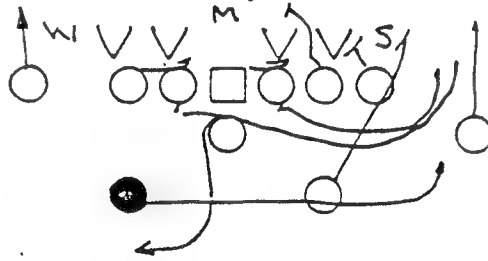
SWEEP SERIES (Full Flow)

DEFINITION OF: The Sweep Series is a full flow backfield action in which the QB opens to the BC, hands off and fakes a boot. Sweep is only called when both guards are pulling. Otherwise the Thirty or Twenty Series numbers called take care of all that is needed for designation purposes. This is basically a RED formation series, and is not as well defined as other series. Blocking calls will normally be used to complete any Sweep Series call.

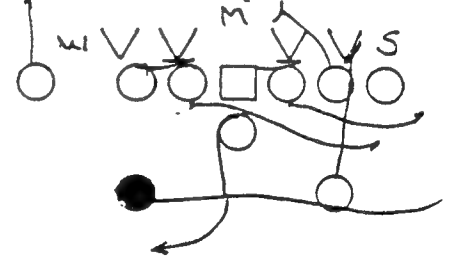
26 Power-O



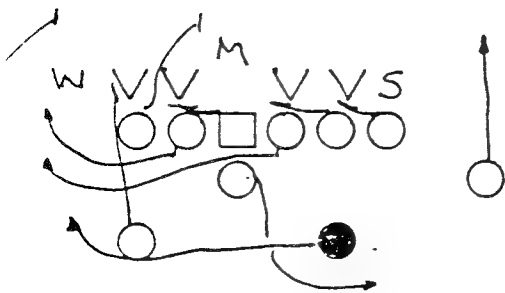
28 Sweep Bob



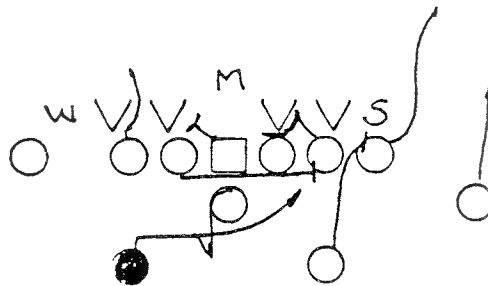
28 Sweep Bim



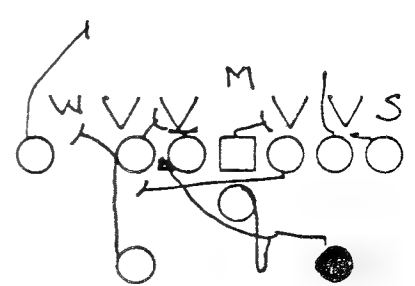
39 Sweep Bim



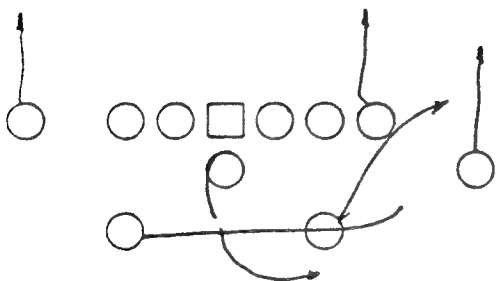
24 Trap



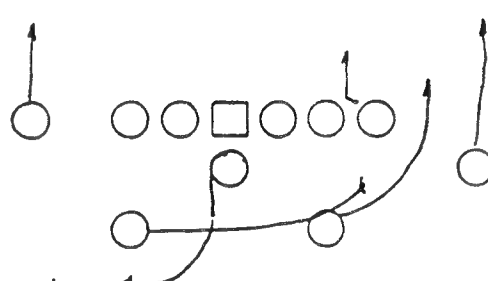
35 Trap



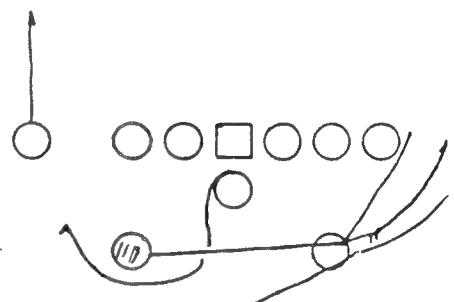
Roll 16



Boot 17



Fake 28 Sweep Bob
Z Reverse Lt.



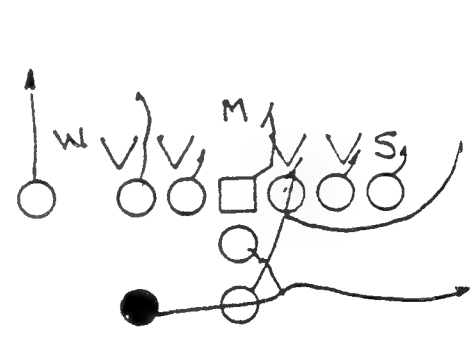
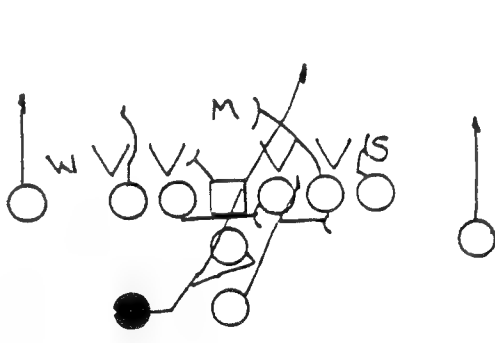
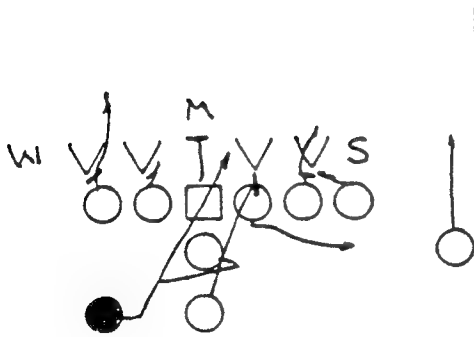
"F" SERIES

DEFINITION OF: The "F" Series is a series in which the onside guard pulls and blocks according to the hole called, while the FB blocks the area vacated by the pulling guard. The QB opens to the FB in all plays involved in the "F" Series.

20F

22F

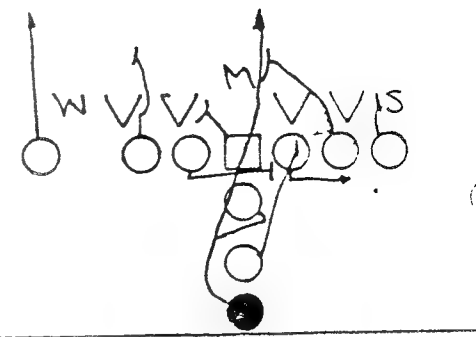
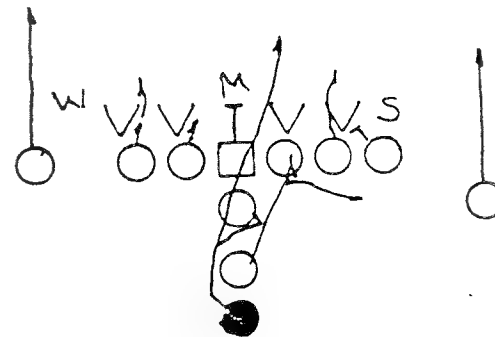
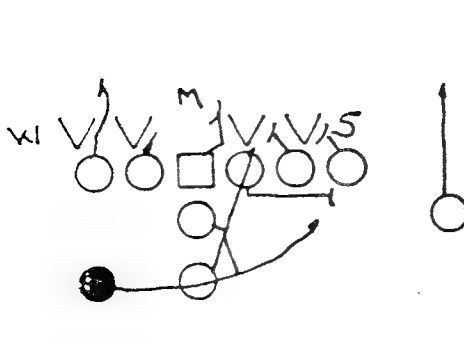
28F



26F (G Bldg)

20F

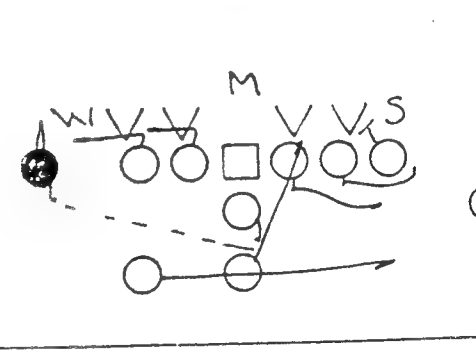
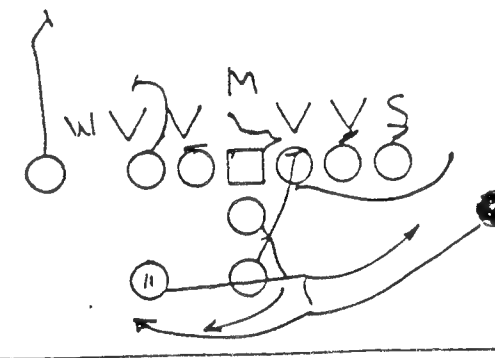
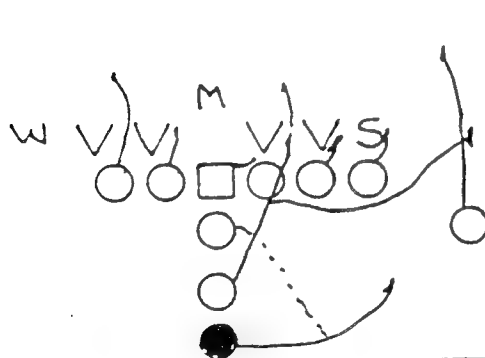
22F



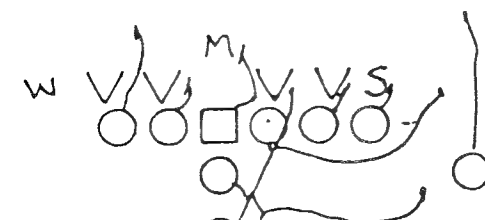
28F (Pitch)

Fake 28F - Z Rev. Lt.

Fake 28F . X Qk. Scr. Lt.



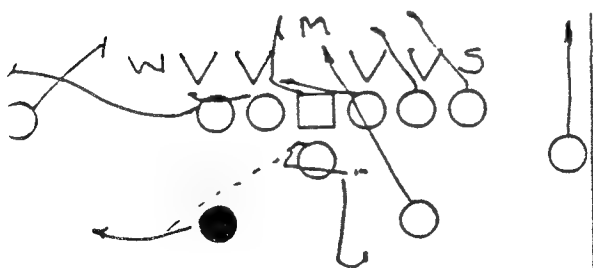
28F



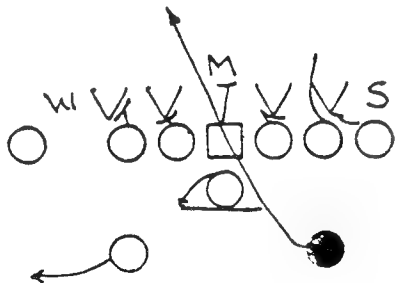
TOSS & PITCH SERIES

DEFINITION OF: The Toss and Pitch series is a series in which the QB pitches the ball to the BC. If he reverses out and pitches the ball the play belongs in the Toss series and if he fronts out, it is a Pitch Series play. Initially the series indicates an outside play, but inside hand offs are also run off both series. When running inside, the QBs pivot is determined by the Toss or Pitch call. Toss Call - Reverse out & hand back. Pitch call - Front out and hand back!

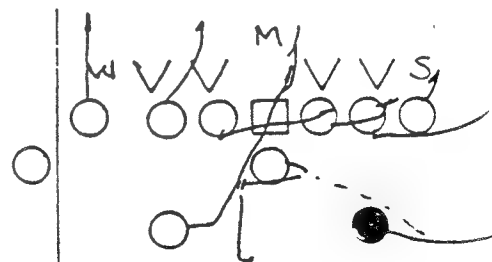
29 Pitch



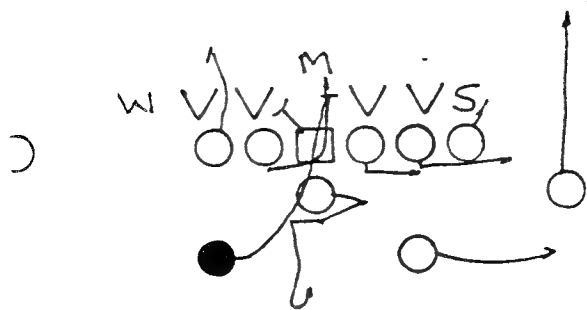
31 Pitch



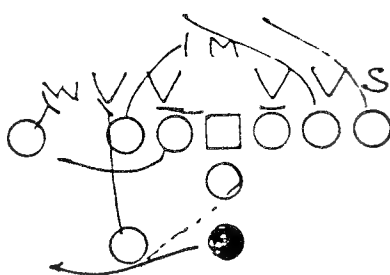
28 Pitch



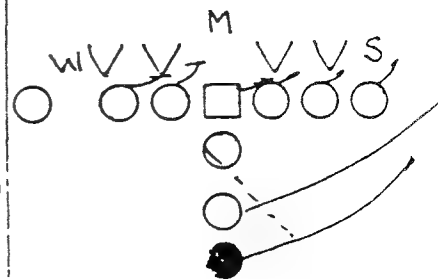
20 Pitch



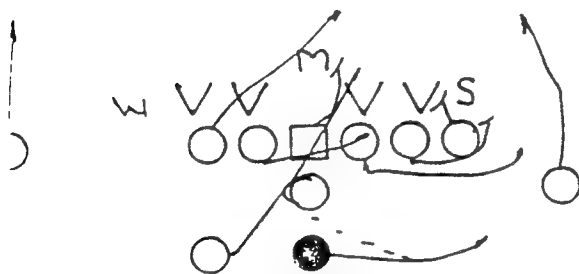
39 Toss Bim



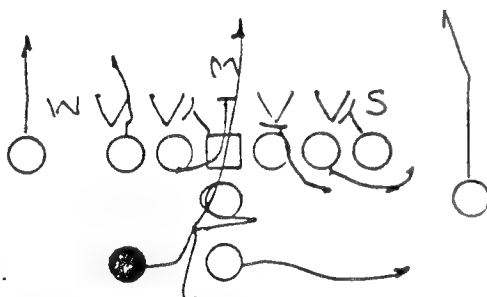
28 Toss



38 Toss-G



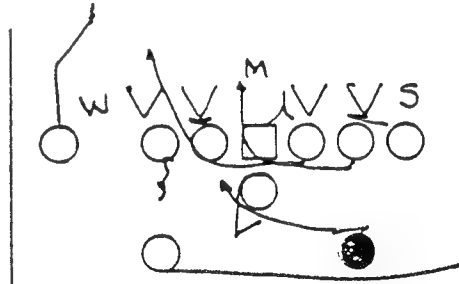
20 Toss G-T



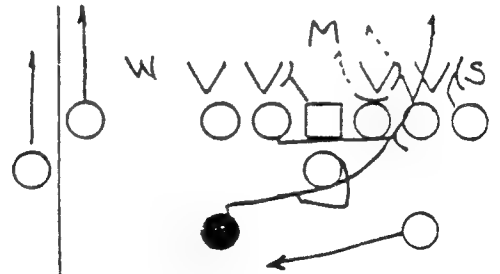
COUNTER SERIES

DEFINITION OF: The Counter Series is a series in which the QB fakes to one RB going in one direction and then hands off to another ball carrier coming against the flow of the play. It is not a complete series, nor is the blocking clearly defined within the counter call. Blocks are pre-determined by the hole called and the type of counter run. Counters can be run from a variety of formation.

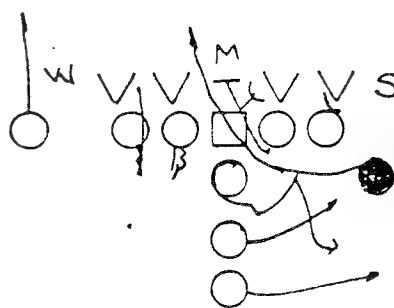
35 Counter



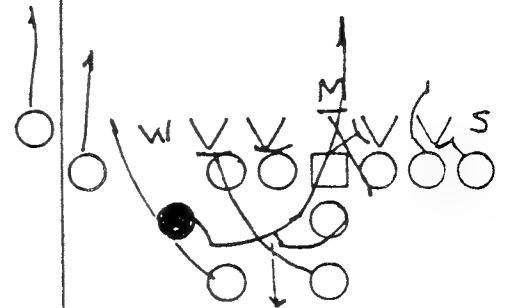
24 Counter Trap



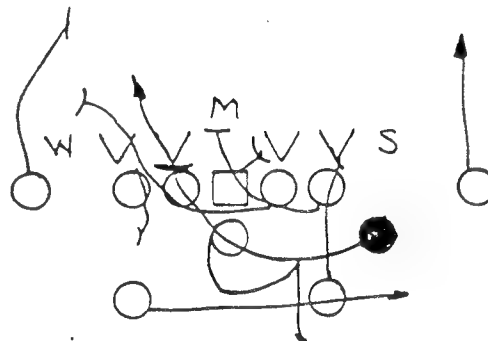
Y Counter at ONE



Z Counter at ZERO



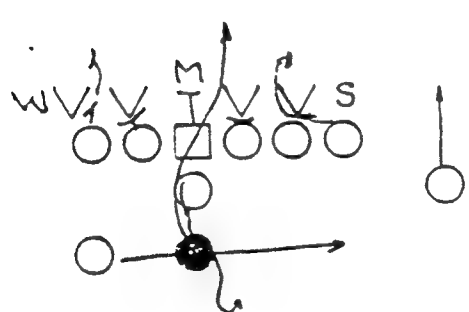
Y Counter at 5



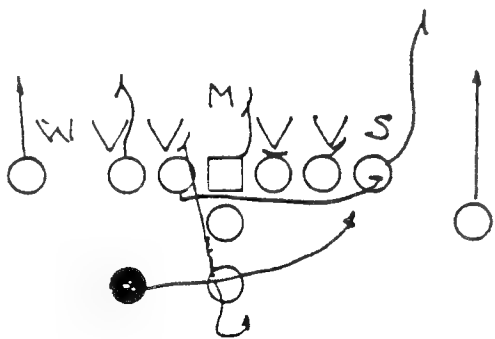
PLUNGE SERIES

DEFINITION OF: The Plunge Series is a series in which the FB either enters the P.O.A. from the backside, fakes to the backside or fills for the off side guard on an "O" call! The HB crosses the formation opposite the direction of the FB. "O" will be called when desired except in the 8/9 hole plays. "O" is assumed when plunge action is used in an 8/9 hole play.

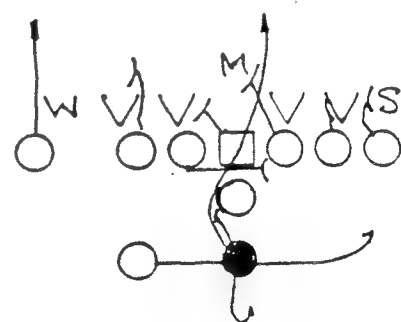
30 Plunge



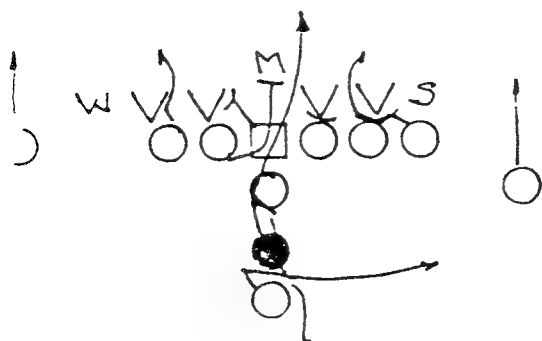
26 Plunge-O



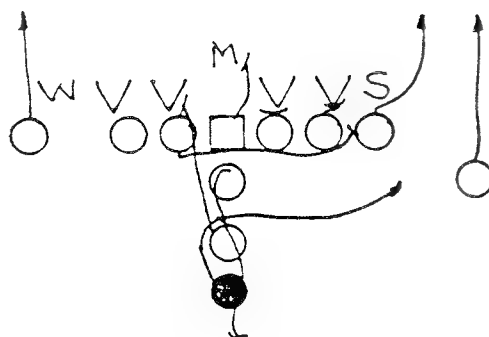
32 Plunge



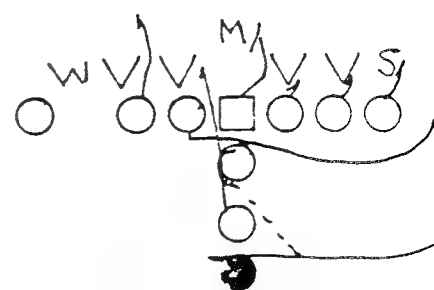
30 Plunge



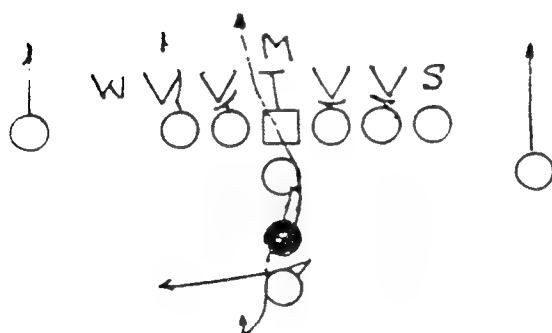
26 Plunge-O



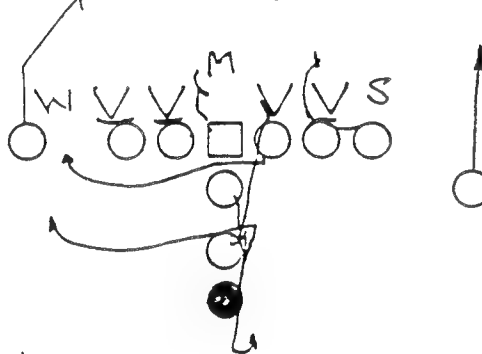
28 Plunge Toss



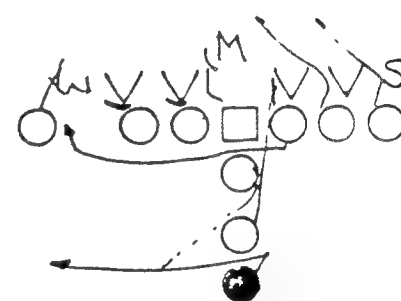
31 Plunge



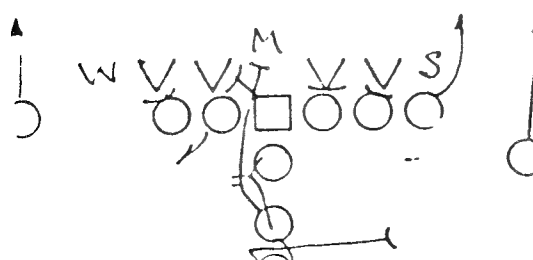
27 Plunge-O



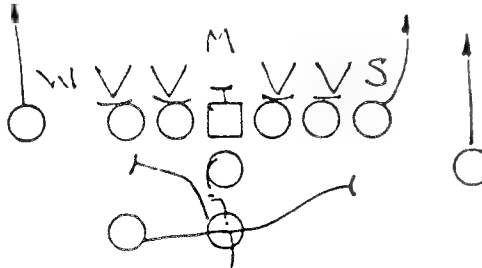
29 Plunge Toss



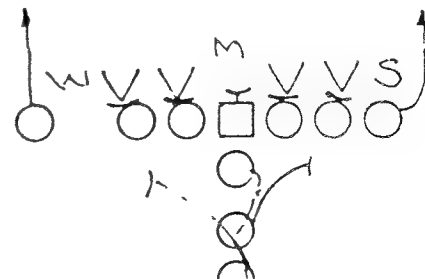
Play Pass-30 Plunge



Base Pass-30 Plunge



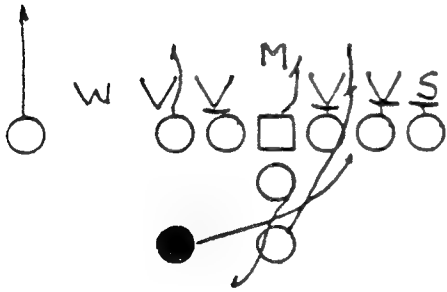
Base Pass-31 Plunge



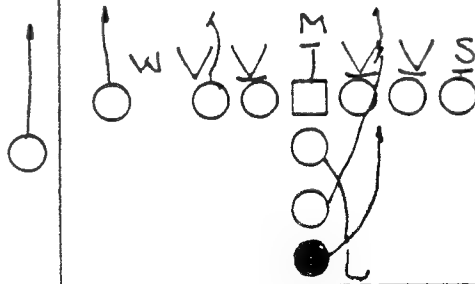
LEAD SERIES

DEFINITION OF: The Lead Series is a series in which one RB leads another through the P.O.A. The lead blocker will either be blocking a LB'er as assigned, or help with an offensive lineman's block. We do not call "Lead" on every play in the series in that other blocking combinations are used and a specific blocking term is substituted for the Lead call. Other terms are TURN & WHAM!

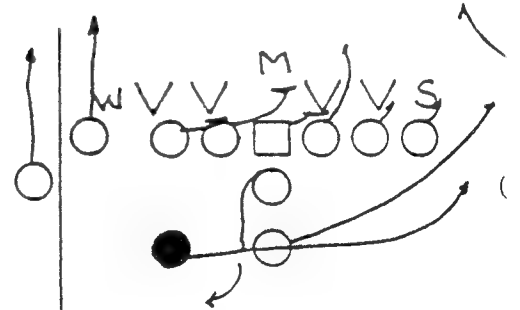
24 Lead



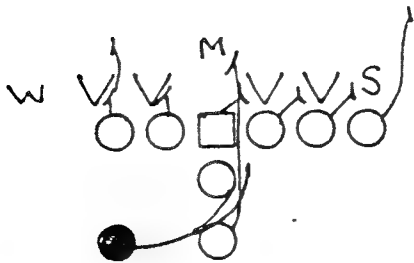
24 Lead



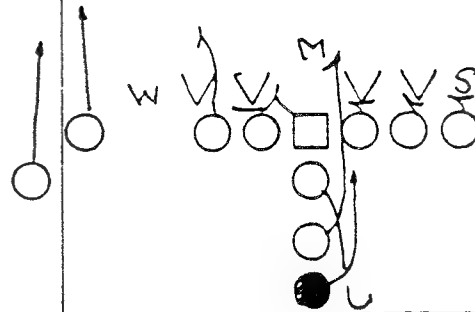
28 Lead



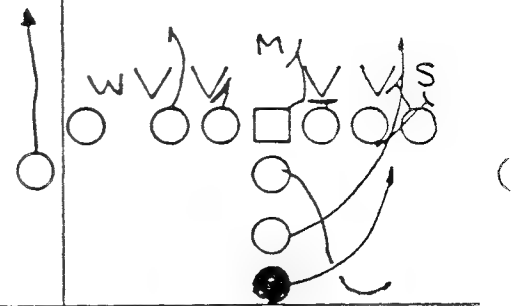
20 TURN



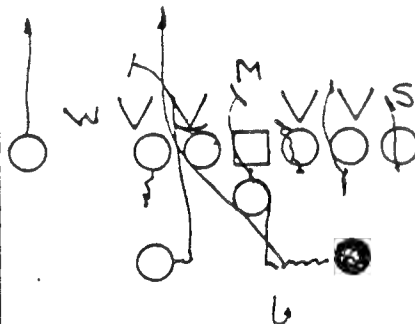
20 Bam



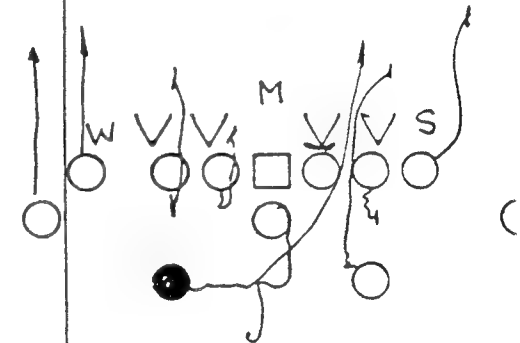
26 Lead (White)



35 Lead Draw



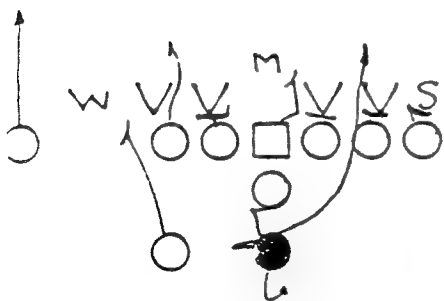
24 Lead Draw



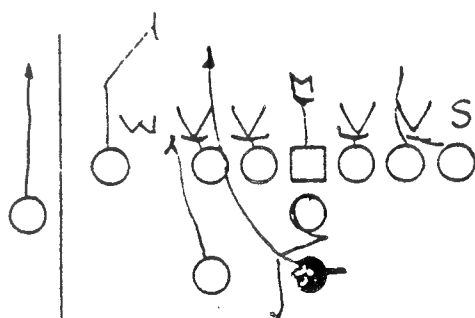
JAB SERIES

DEFINITION OF: The term JAB tells the ball carrier and in some cases the remaining back to Jab step with the off side foot away from the P.O.A. and then go into the action of the play called. The series can be tied in with a variety of blocks, such as base, trap or tag. Base blocking is assumed.

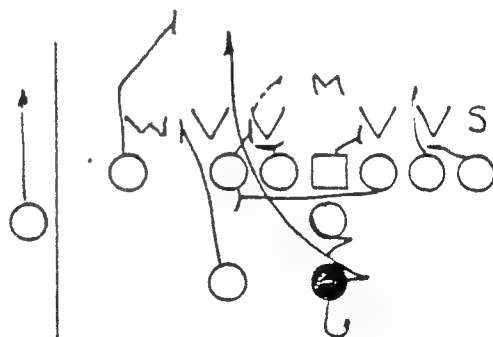
34 Jab



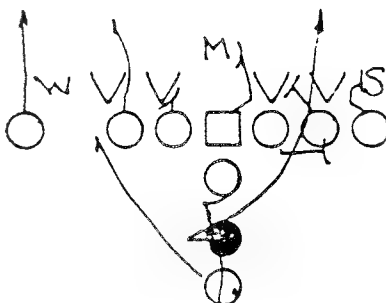
35 Jab



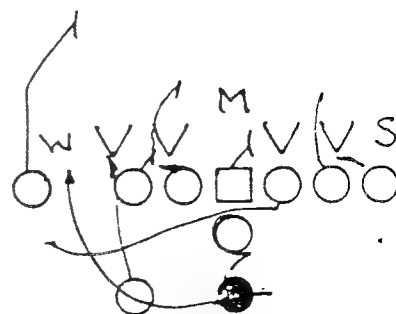
35 Jab Trap



14 Jab Tag



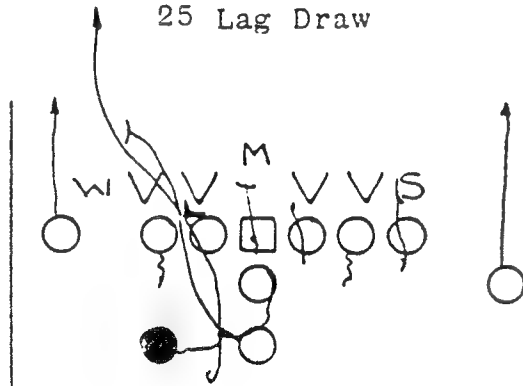
37 Jab-Bim-O



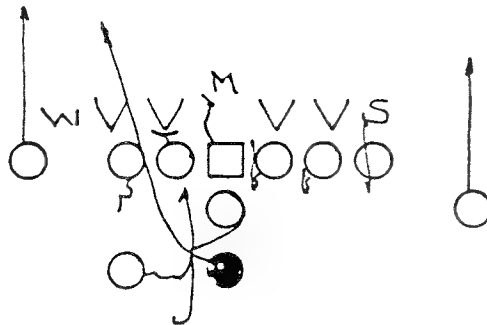
LAG SERIES

DEFINITION OF: The Lag Series is a limited series in which a second back follows a lead back through the P.O.A. behind draw blocking. A companion play is the 34/35 LAG TAKE play in which the ball is handed off to the lead back.

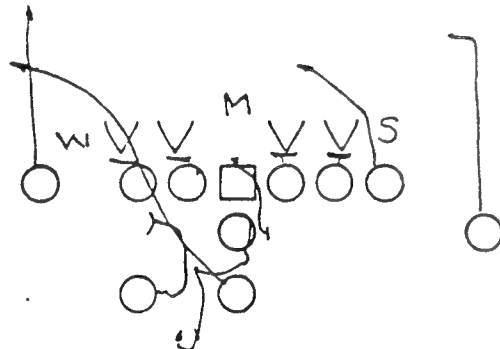
25 Lag Draw



35 Lag Take



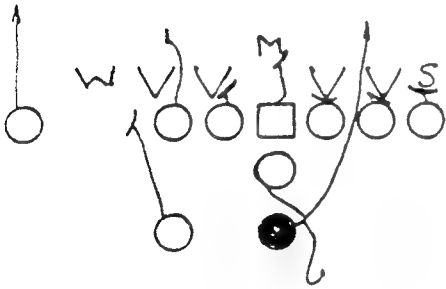
Base Pass - 25 Lag



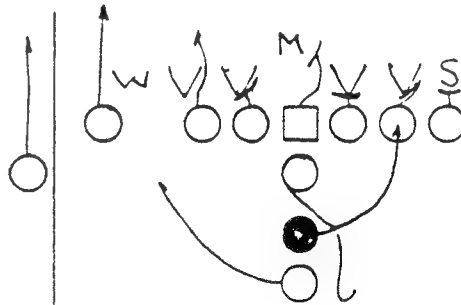
DIVIDE SERIES

DEFINITION OF: The Divide Series is a series in which the back-field splits. The remaining back goes opposite the ball carrier. It is not a complete series. In most cases the QB will not call Divide as such in that the divide action will be assumed in game plan preparation.

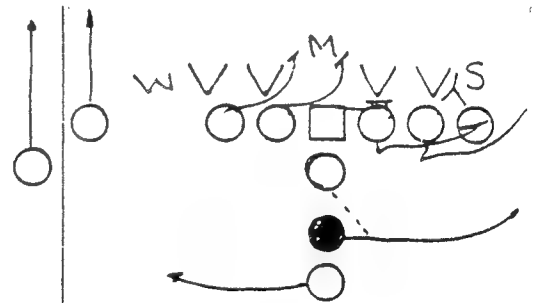
34 (Divide) Base



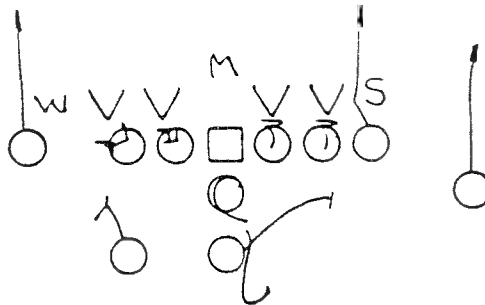
36 (Divide) Base



38 (Divide) Toss-G

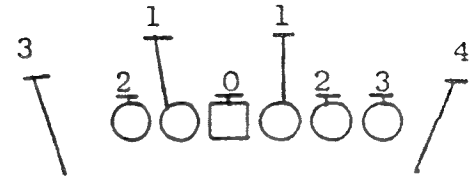
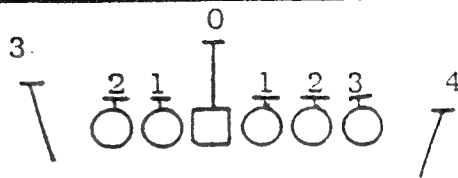


Base Pass 36 Divide



INDIVIDUAL BLOCKING TERMS AND TECHNIQUES

MAN



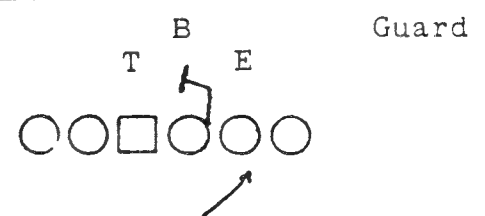
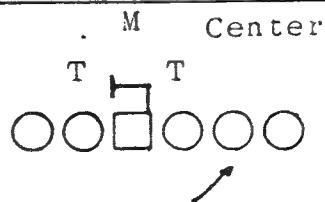
0 - 1 - 2 - 3 Blocking

TESS



Tight End or Tight X, Release to Block the Support.

CHOKE



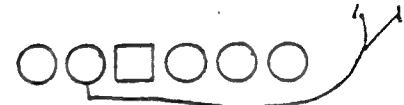
Guard or Center Stepping to Hold a Linebacker, Then Blocking Back.

"O"

6 HOLE



8 HOLE



Off Guard Pulling and Leading Thru Hole Called.

G

6 HOLE



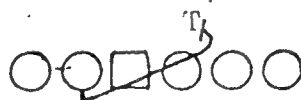
8 HOLE



On Guard Trapping or Hooking End Man on L.O.S. In

LOG

2 HOLE



4 HOLE

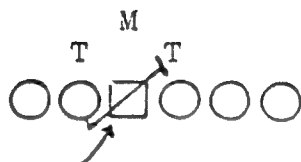


Off Guard Logging Designated Man In.

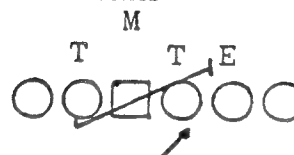
INDIVIDUAL BLOCKING TERMS AND TECHNIQUES (CONT)

TRAP

2 TRAP

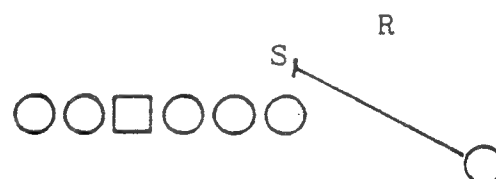


4 TRAP



Off Guard Trapping Designated Man Out

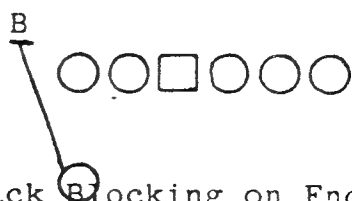
CRACK



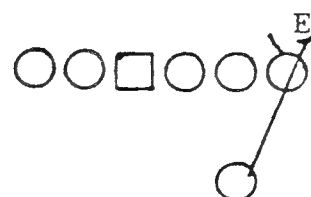
A Down Block by an Outside Receiver

BOB

5 HOLE



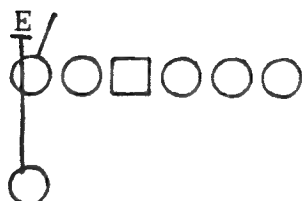
8 HOLE



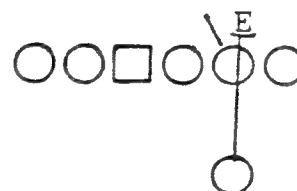
A Back Blocking on End Man on L.O.S.

BIM

7-9 HOLE



6-8 HOLE



A Back Block on Defensive End Area

T

9 HOLE



8 HOLE



On Tackle Pull Either for Influence or to Block Force

BOSS



INDIVIDUAL BLOCKING TERMS AND TECHNIQUES (CONT)

WALL-OFF



Off Tackle Blocking Thru a Defensive Lineman and Sealing Off Will.

STEP AROUND

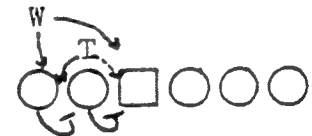


A Tackle Technique Used on Reverses.

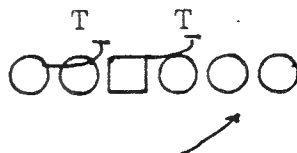
SIFT



An Adjustment Made by a Lineman Allowing Him to Pick Up the Most Dangerous Defensive Man.

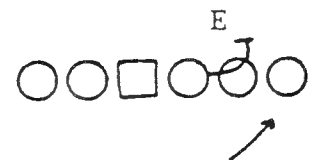


REACH Tackle Center



A Lineman Blocking Man Outside of Him, Playside.

Guard



CRIB



Used in Draw Blocking. Set as Pass. Then Punch, Turning the Defensive Man Away From Hole.

REVERSE PULL



A Guard Pull Used on Reverses.

SEAL

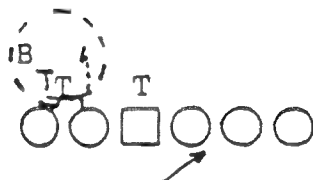


Term Telling the Off Tackle

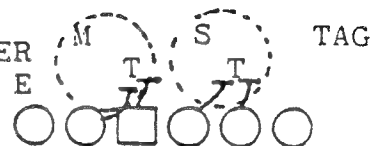
COMBINATION BLOCKS

BUDDY

TAG

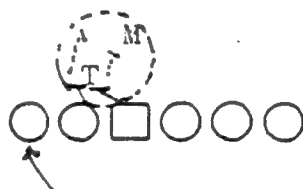


POWER SNAPPER

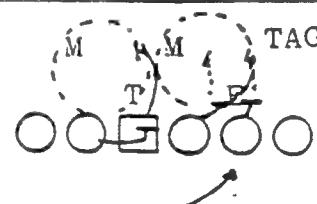


Our First Approach When There is a Lineman and LBer Tandem on a M Play is Buddy. Attack Man on LOS First, With One Man Coming Off for LBer-Protecting Running Lane.

COG

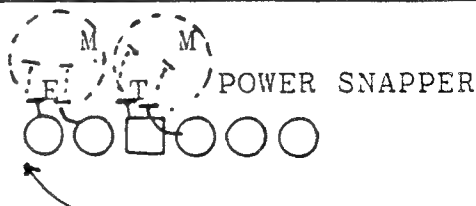


SNAPPER



A Call When We Can Read a Lineman and LBer Tandem - Backside Man Comes Off for a Cross Shoulder Block, Onside Man Goes Through for LBer.

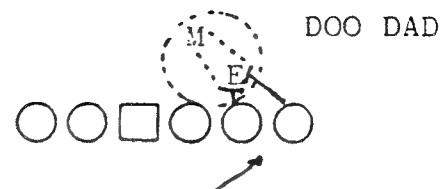
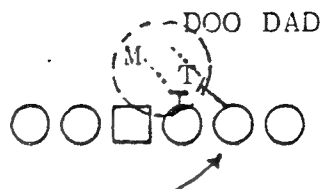
TAG



A Blocking Scheme Used When We are Playing Slanting Defenses - Coming Off Playside, Taking Lanes and Blocking Lineman and LBer.

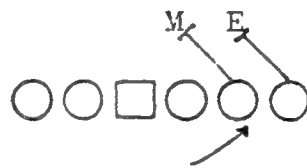
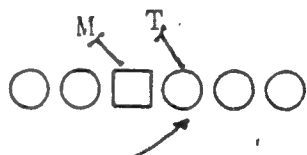
PAL

(Drive-Post)
Start



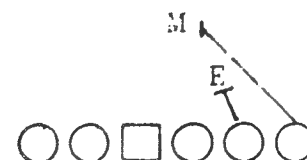
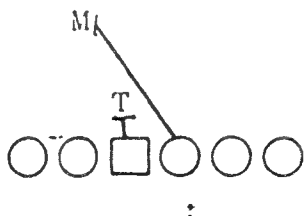
A Combination Block by Two Offensive Linemen When the Play is to Their Outside and They Have the Angle, With One Lineman Coming Off for a LBer

OFF



A Call Used By the Inside Man of a Pal Block, When He is Coming Off for a LBer Threatening Backside.

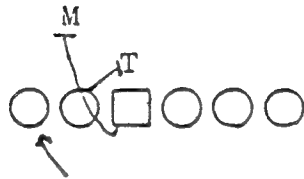
GO



A Call Used by the Inside Man of a Pal Block, Telling the Outside Man to go for the LBer

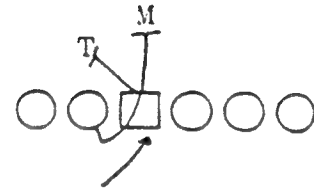
COMBINATION BLOCKS

WIPE



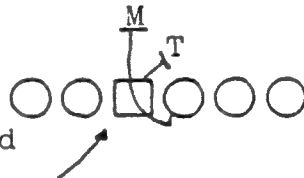
A Center Stepping Around an On Guard Drive Block.

FOLD



A Guard Stepping Around Center's Drive Block.

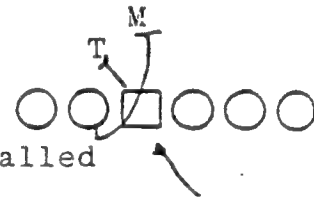
R



0 Hole Called

A Reverse Fold Between the Center and On Guard.

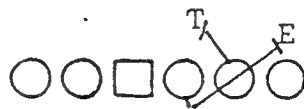
L



1 Hole Called

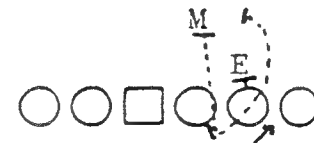
A Reverse Fold Between the Center and On Guard.

WHITE



Tackle and Guard Cross Block on 2 Defensive Lineman, with the Tackle Going First.

READ



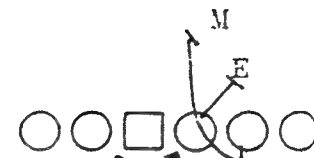
A Call Telling a Lineman to Step Around a Crashing Defensive Lineman for a LBer.

GOT



Tackle Drives Down on the Defensive Lineman and Guard Comes Around for LBer.

TAKE



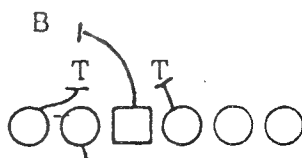
Guard Drives Out on Defensive Lineman and Tackle Comes Around for LBer.

HAT

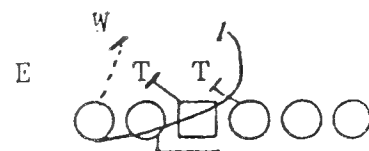


Off Guard Call Telling Off Tackle to Pull and Assume His Blocking Assignment.

CAT



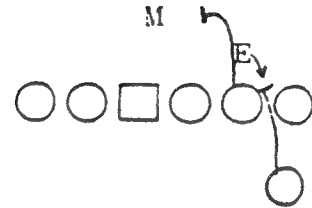
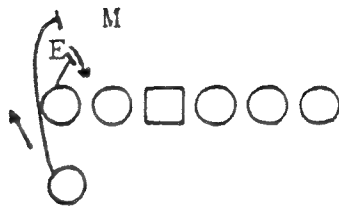
MARY



Term for Changing Blocking Assignments Between the Center and Off Tackle. (Also P.G.)

COMBINATION BLOCKS

"BAT"



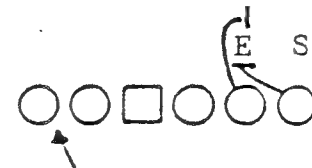
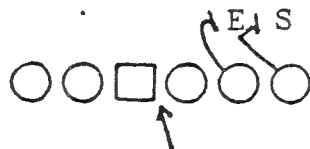
Term Used for Change of Assignments Between the Back and On Tackle.

WALL



A combination Block Between the Off Tackle and Back, Walling Off the Defensive End and Will.

EAT



Tight End and Off Tackle Double Team on Play Going to Their Inside, One Man Coming Off for the Stub.

WHITE

7 HOLE

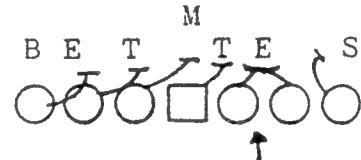
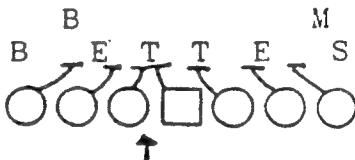


9 HOLE



Tackle and Tight End Cross Block, With the Tight End Going First.

WEDGE

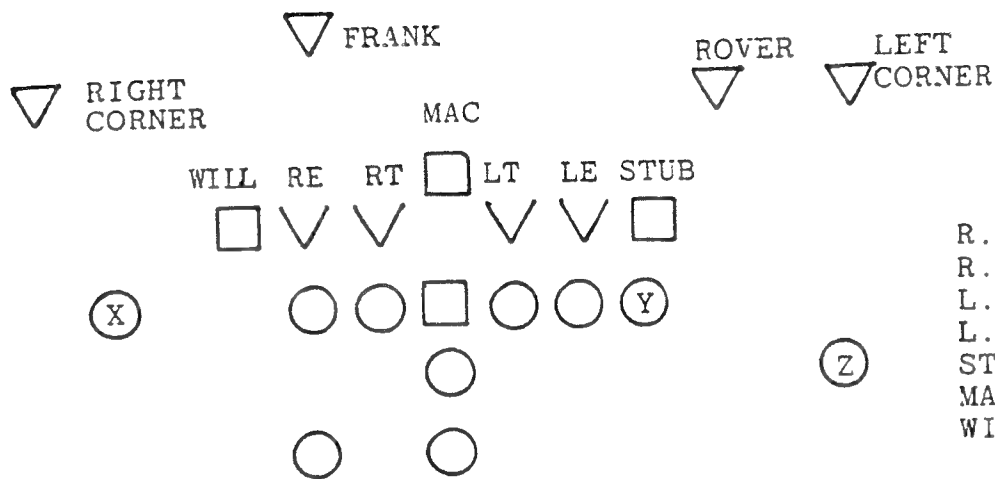


Drive Blocking to the Point of Attack.



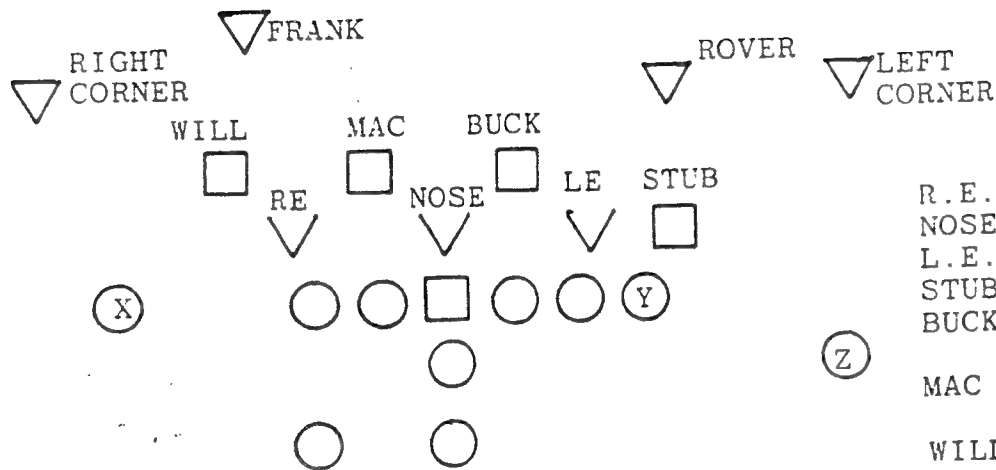
IDENTIFICATIONS OF DEFENSIVE PERSONNEL

40 DEFENSE



- R.E. - RIGHT END
- R.T. - RIGHT TACKLE
- L.T. - LEFT TACKLE
- L.E. - LEFT END
- STUB - STRONG LINEB
- MAC - MIDDLE LINEB
- WILL - WEAK LINEBAC
- R.C. - RIGHT CORNER
- F. - FRANK
- R. - ROVER
- L.C. - LEFT CORNER

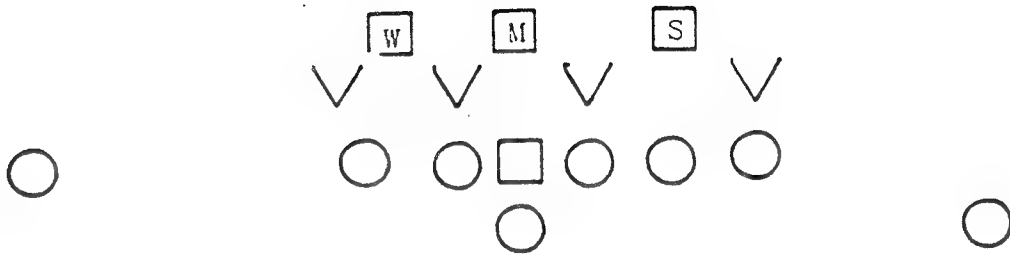
30 DEFENSE



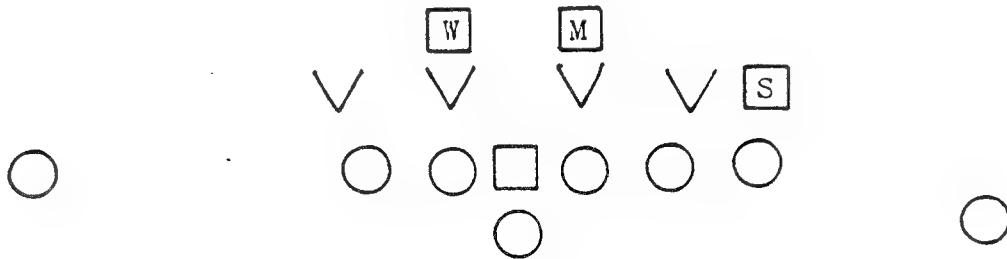
- R.E. - RIGHT END
- NOSE TACKLE
- L.E. - LEFT END
- STUB - STRONG LINEB.
- BUCK - STRONG INSID
- MAC - WEAK INSIDE
- WILL - WEAK LINEBAC
- R.C. - RIGHT CORNEF
- F. - FRANK
- R. - ROVER
- L.C. - LEFT CORNER

DEFENSIVE FRONTS

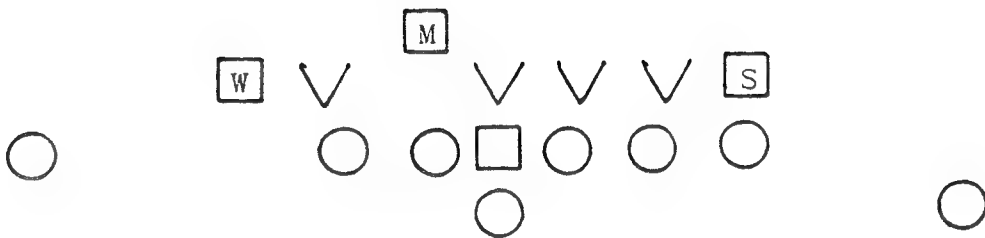
40 E-L



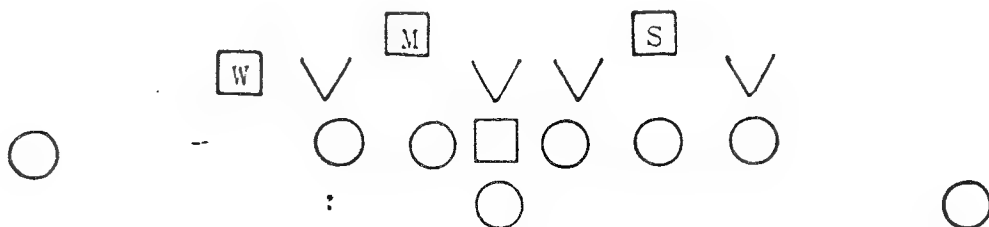
40 STACK



70

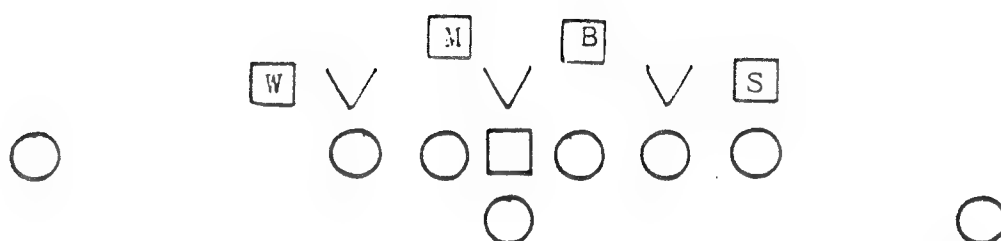


70 E

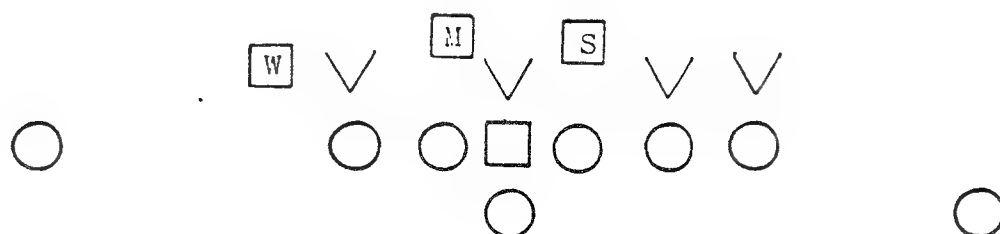


DEFENSIVE FRONTS

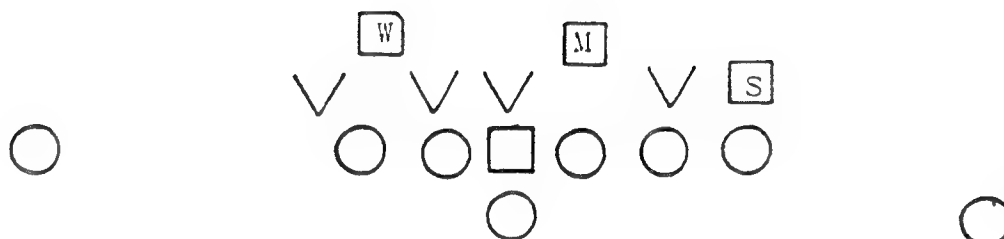
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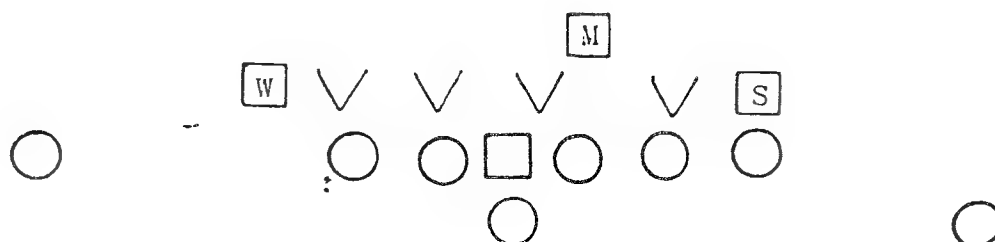
50



90 L



90 GAP



LINE CHARGES AND STUNTS

"1" ALIGNMENT (RG)



"2" ALIGNMENT (RG)



"3" ALIGNMENT (RG)



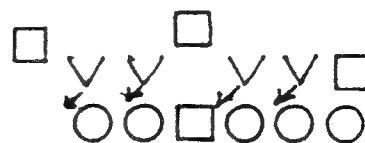
"4" ALIGNMENT (RG)



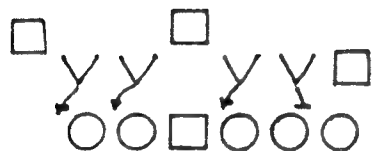
"5" ALIGNMENT (RG)



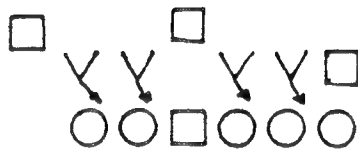
40 ANGLE (WEAK)



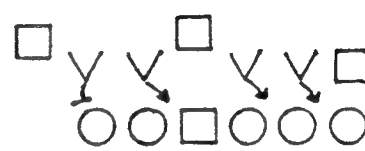
40 ANGLE O (WEAK)



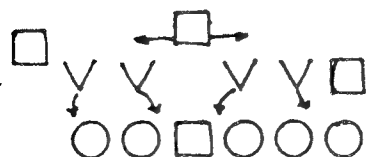
40 SLANT (STRONG)



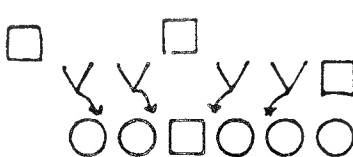
40 SLANT O (STRONG)



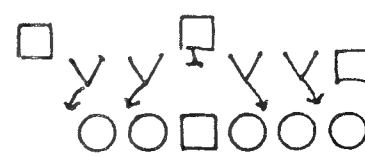
40 TACKLES PINCH



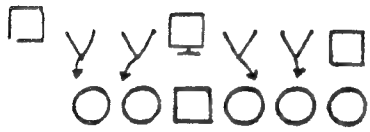
40 PINCH



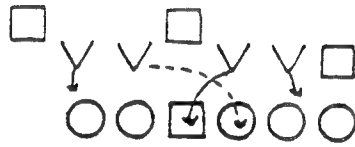
40 OUTSIDE



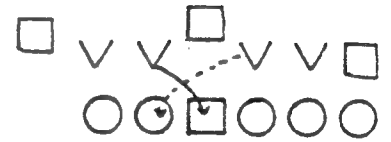
40 MAC UP



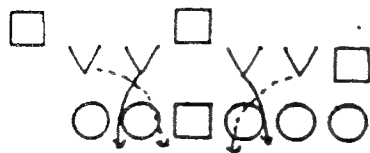
40 SLTT (TWIST)



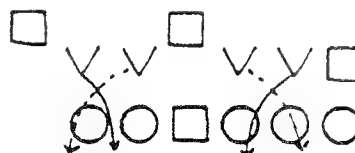
40 WATT (TWIST)



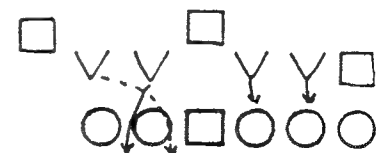
40 T-E



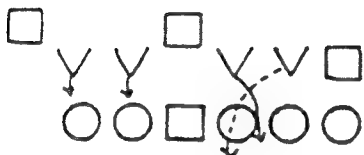
40 E-T



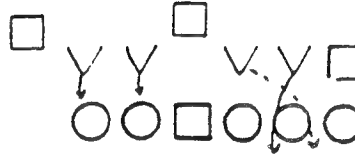
40 WRTE (WEAK)



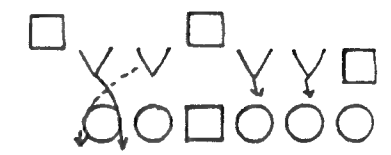
40 SLTE



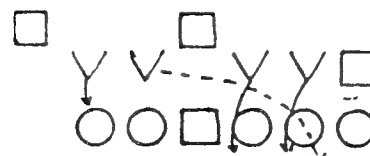
40 SLET



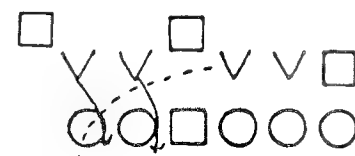
40 WRET



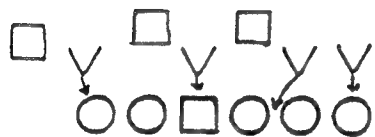
40 R.T. PALMS (STRONG)



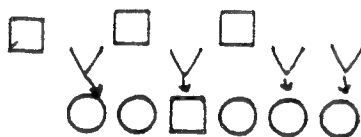
40 L.T. PALMS (WEAK)



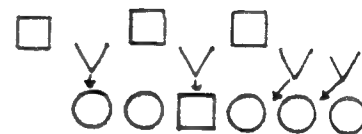
50 PINCH RAM STRONG



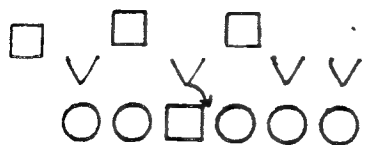
50 RAM WEAK



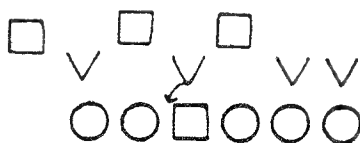
50 PINCH STRONG



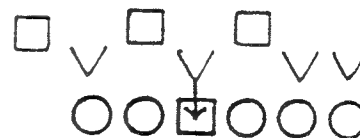
50 SLAP (STRONG)



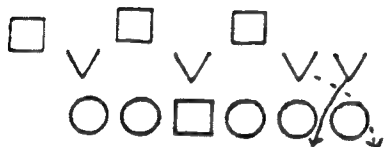
50 WEASEL (WEAK)



50 (30, 70, 90) VIKE



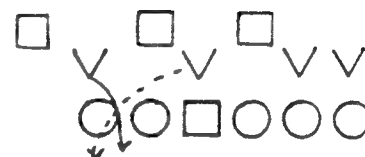
50 SLET



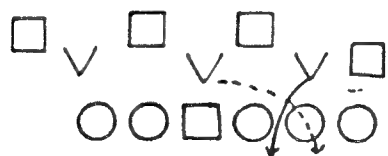
50 SLTE



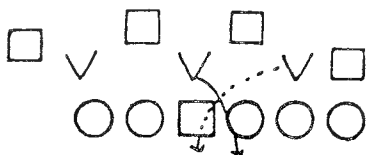
50 WREN



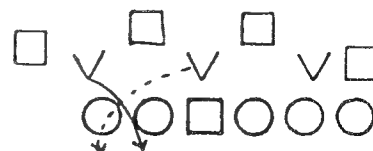
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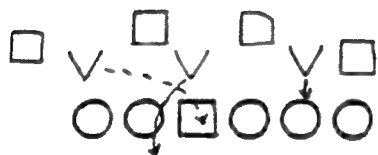
30 NSLE



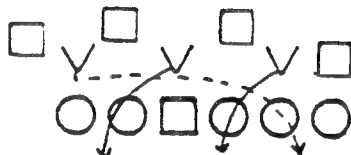
30 WREN



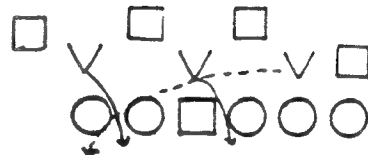
30 NWRE



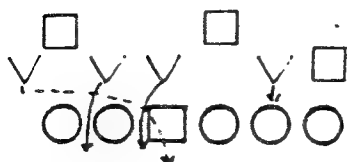
30 WRE PALMS



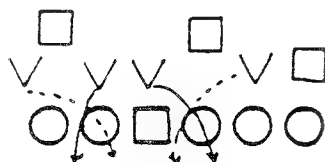
30 SLE PALMS



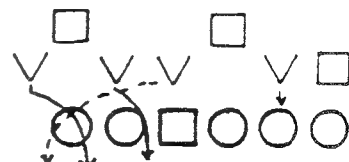
90 WRE PALM



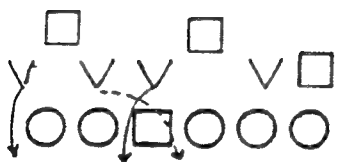
90 TE



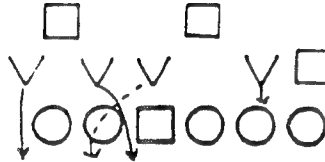
90 SLT PALMS



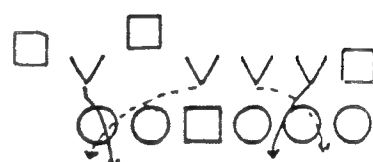
90 SLTT



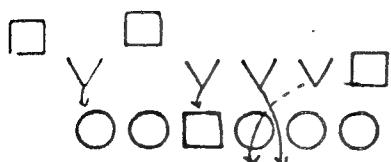
90 WATT



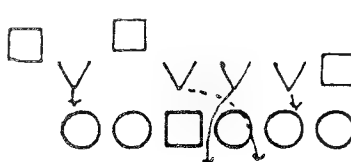
70 ET



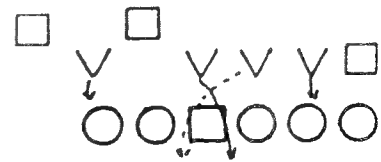
70 SLTE



70 SLTT



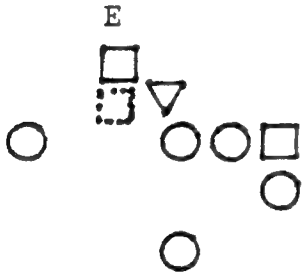
70 WRTT



DESCRIPTION OF LINEBACKER LOCATIONS

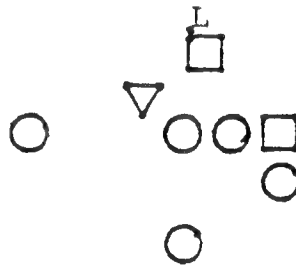
WILL BACKER

WILL ON HIP OR ON LINE
OUTSIDE D.E.

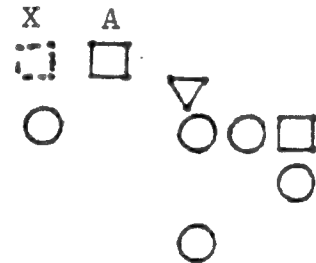


LOCATION

WILL INSIDE D.E. IN
TACKLE GUARD POSITION
AREA

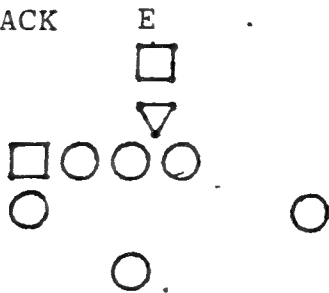


(A) WILL SPLITTING DISTANCE
BETWEEN X & OT
(X) WILL LINED ON NOSE
OF X



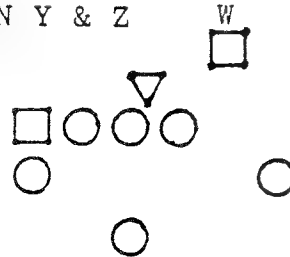
STUB BACKER

STUB IN STACK
POSITION
WITH D.E.

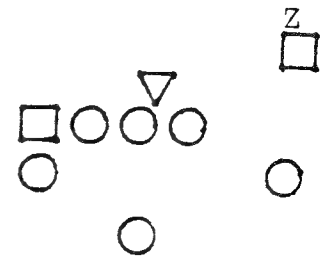


LOCATIONS

STUB SPLITTING DISTANCE
BETWEEN Y & Z

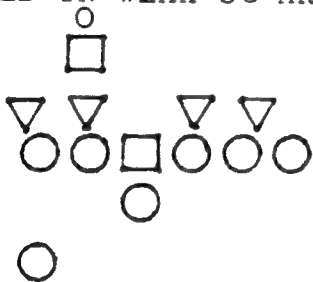


STUB LINED ON NOSE OF Z



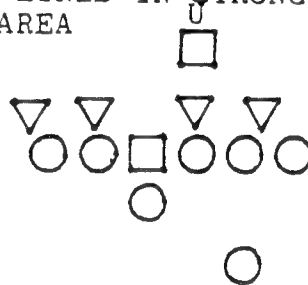
MAC BACKER

MAC LINED IN WEAK OG AREA

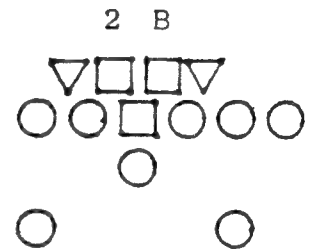


LOCATIONS

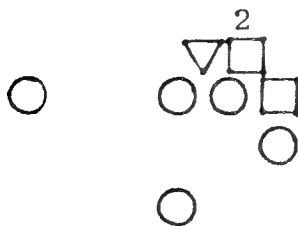
MAC LINED IN STRONG
OG AREA



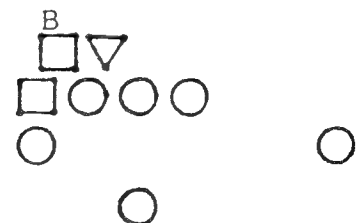
MAC UP B OR 2 GAP



WILL UP IN 2 GAP

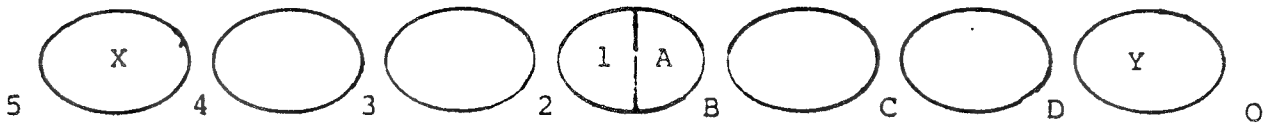


STUB UP IN B GAP



IDENTIFICATION OF RUSH LANES

To Identify Dogs & Blitzes it is necessary to Designate Rush Lanes



The letters A, B, C, D, 0 identify the strong side rush lanes, and the numbers 1, 2, 3, 4, 5 the weak side. We can specify rushers and their lanes.

The order of rushing lanes will be WILL, MAC, BUCK, STUB. If A Secondary Back comes, he will be identified first.

Examples from 30 Front:

W-4 S-0 	B-C S-0 	W-4 B-C 	M-B S-0
M-3 S-0 	W-4 M-2 	W-4 M-B 	M-3 B-C
M-3 B-2 	W-4 B-C 	W-4 M-2 S-0 	W-4 M-3 B-B S-D

Examples from 4 Man Fronts

Note: Buck is simply eliminated and the rush order remains the same.

70 W-4 S-0 	90 M-B S-0 	50 M-3 S-B 	70E W-4 M-B
40 W-4 M-3 	40 W-4 M-3 S-D 	40 F-2 W-4 M-C 	40 R-D S-0

OILER COVERAGES 1983

CP: NICKEL AND BLITZ COVERAGES NOT INCLUDED.

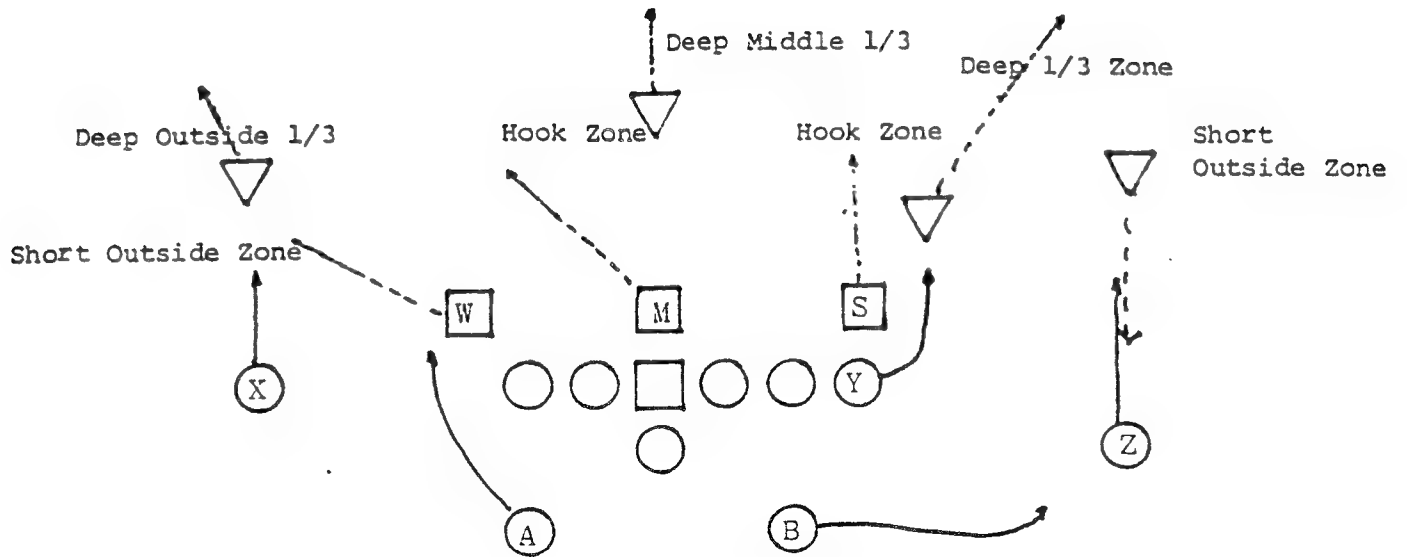
ZONE COVERAGES:

- COVER - 1: FOUR (4) UNDER, THREE (3) DEEP STRONGSIDE ZONE. ALWAYS "SKY" ROTATION AND RUN FORCE. STRONGSIDE LB IN CHARGE.
- COVER - 2: FIVE (5) UNDER, TWO (2) DEEP ZONE WITH S/S AND R/S ZONE ONE/HALF. BOTH CORNERS "CLOUD" ROTATION. NO DEEP POST COVERAGE. WEAKSIDE - LB IN CHARGE.
- COVER - 5: FOUR (4) UNDER, THREE (3) DEEP WEAKSIDE ZONE. "CLOUD" ROTATION WITH "LITE" VARIATION. LB FORCE TO STRONGSIDE. WEAKSIDE - LB IN CHARGE.
- COVER - 10: FIVE (5) UNDER, THREE (3) DEEP STRONGSIDE ZONE. THREE (3) MAN RUSH, MAXIMUM COVERAGE. "CLOUD", "SKY", OR "LITE" ROTATION.

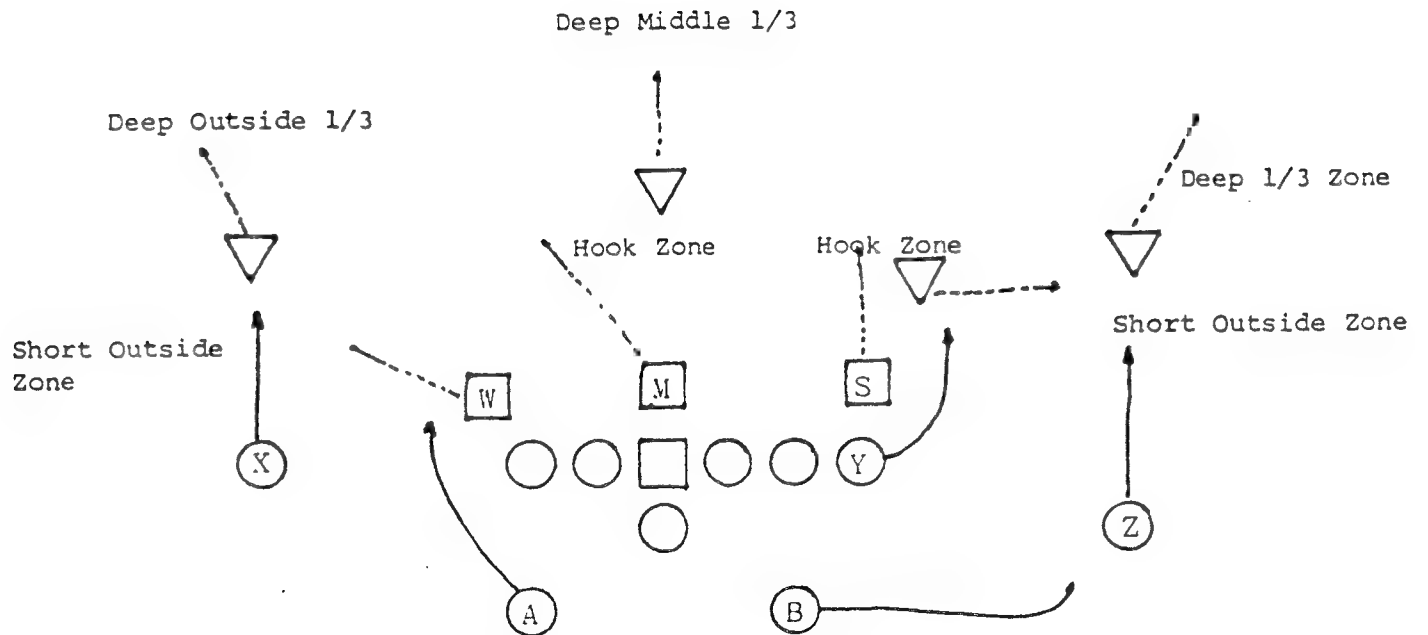
MAN/MAN COVERAGES:

- COVER 3 - FIRM: M/M COVERAGE WITH F/S COMMITTED TO STRONGSIDE.
No POST HELP. STRONGSIDE COVERAGES DICTATED
BY RELEASE OF Y RECEIVER. STRONGSIDE VARIATIONS:
"MABEL", "SUN", "KICK". Usually a RED ZONE
COVERAGE. STRONG - LB IN CHARGE.
- COVER 4 - HIT: M/M COVERAGE WITH F/S IN DEEP MIDDLE ZONE.
MAC - LB ZONE DEAD AREA UNLESS BACKS FLOW, 2ND
BACK COVERAGE. LB RUN FORCE STRONGSIDE. OPEN-
LB (AWAY - Y) IN CHARGE
- COVER - 7: FIVE (5) UNDER M/M COVERAGE ("TRAIL" TECHNIQUE)
WITH S/S AND F/S ZONE ONE/HALF FIELD.
STRONGSIDE VARIATIONS (S/S COMMITTED TO M/M
COVERAGE): "SUN", "KICK". OPEN - LB (AWAY - Y
IN CHARGE.
- COVER STAR: M/M COVERAGE WITH F/S COMMITTED TO Y-RECEIVER
AGAINST EITHER FLANKER OR SLOT FORMATION.
No POST HELP. SOLID - LB IN CHARGE. Usually
a RED ZONE COVERAGE.
- COVER FIST: M/M COVERAGE WITH F/S COMMITTED TO OPEN
(AWAY - Y) SIDE AGAINST EITHER FLANKER OR SLOT
FORMATION. No POST HELP. OPEN - LB IN CHARGE.
Usually a RED ZONE COVERAGE.

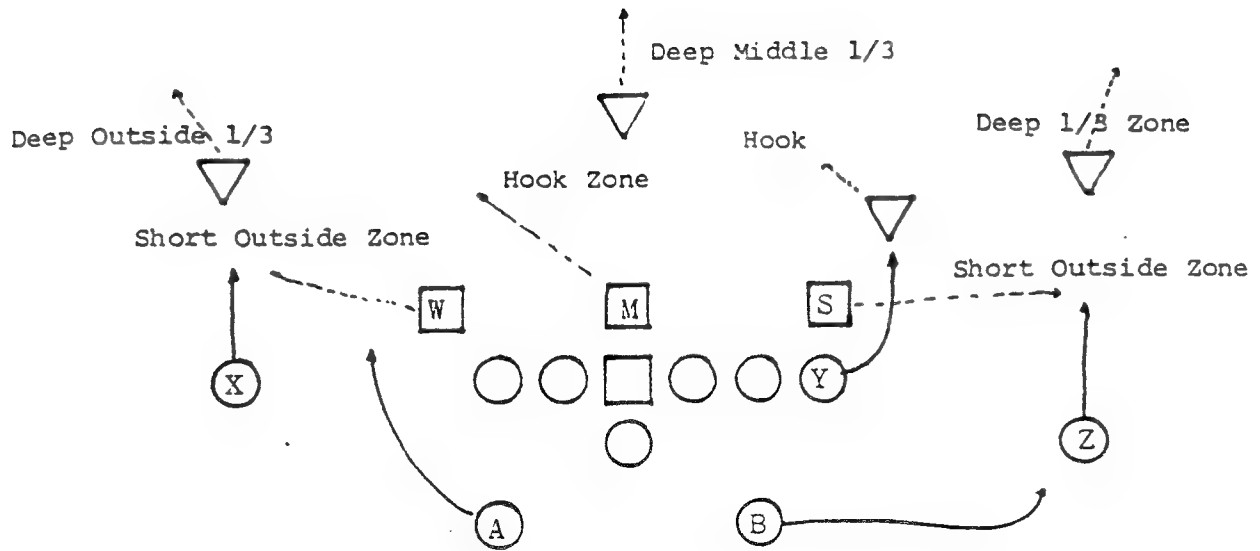
1 CLOUD



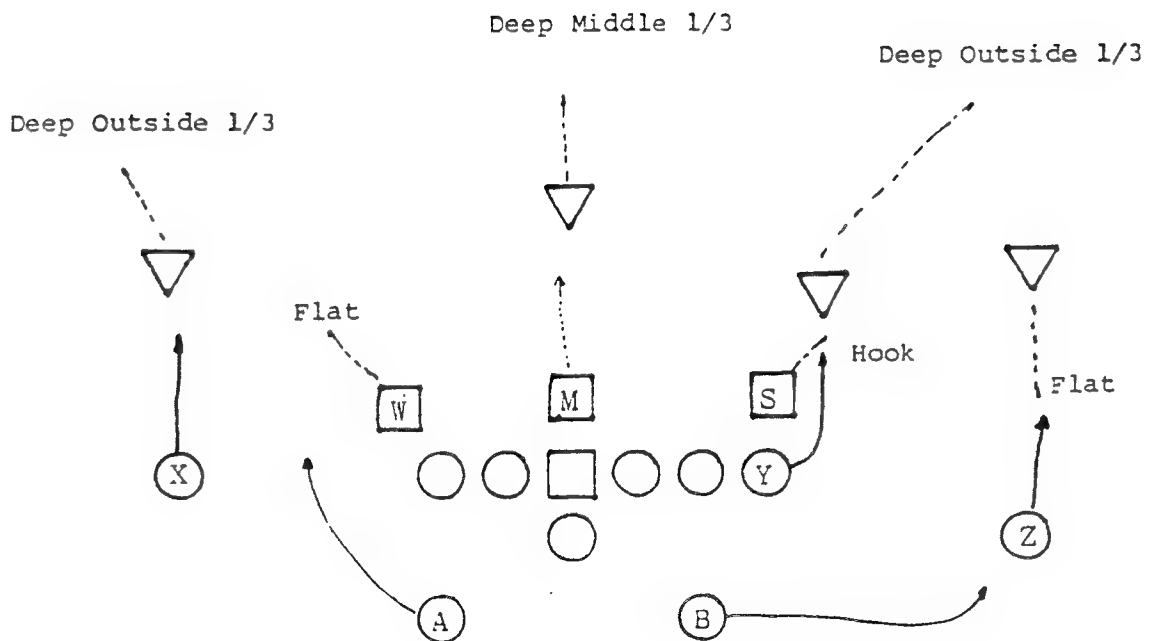
1 SKY



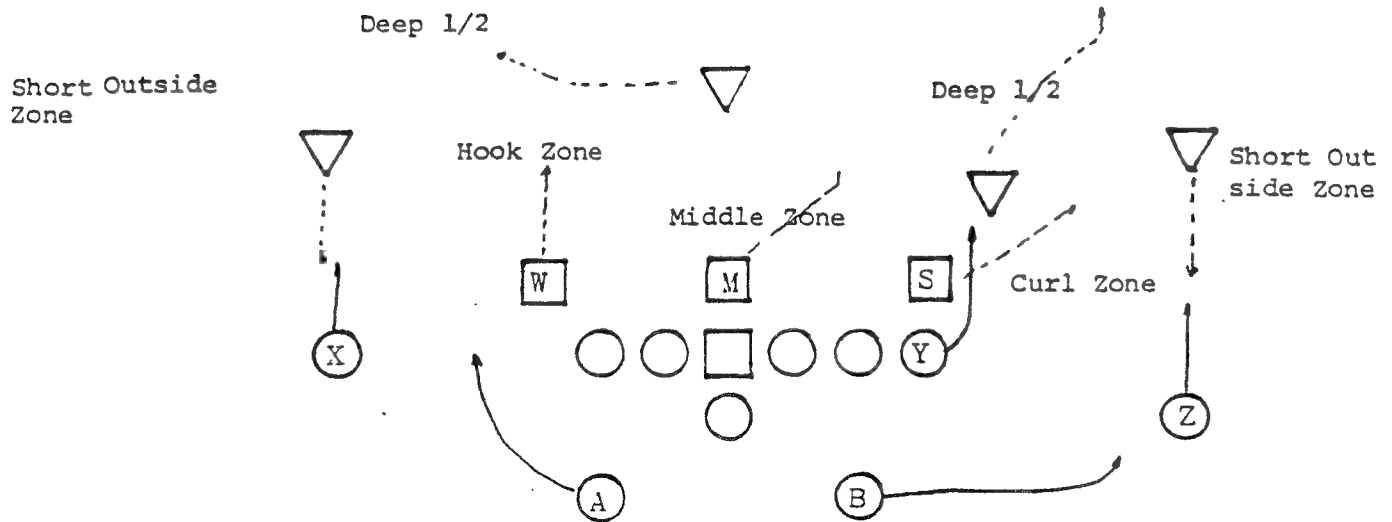
1 LIGHTNING



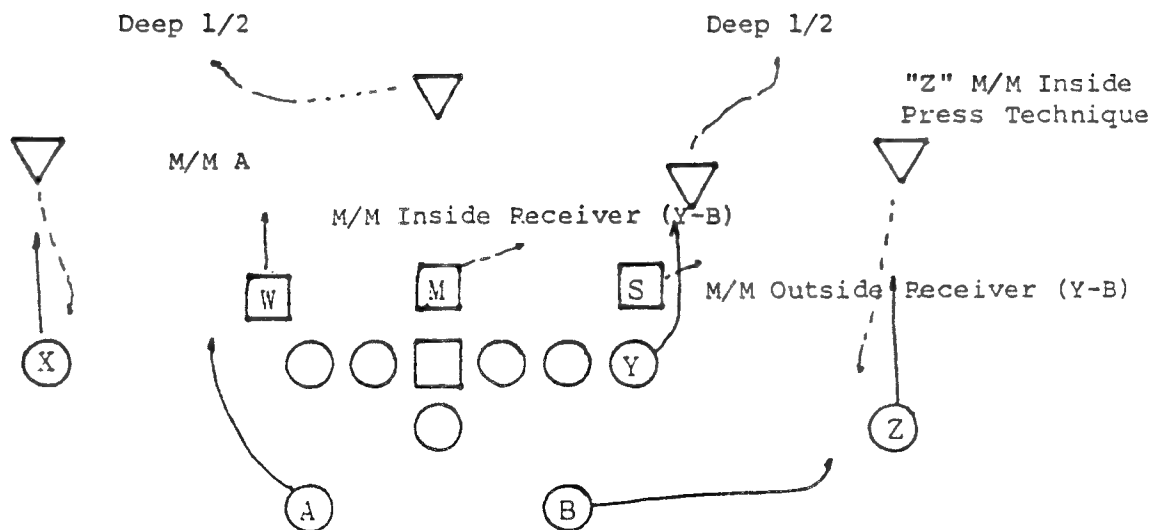
1 CLOUD - HOLE

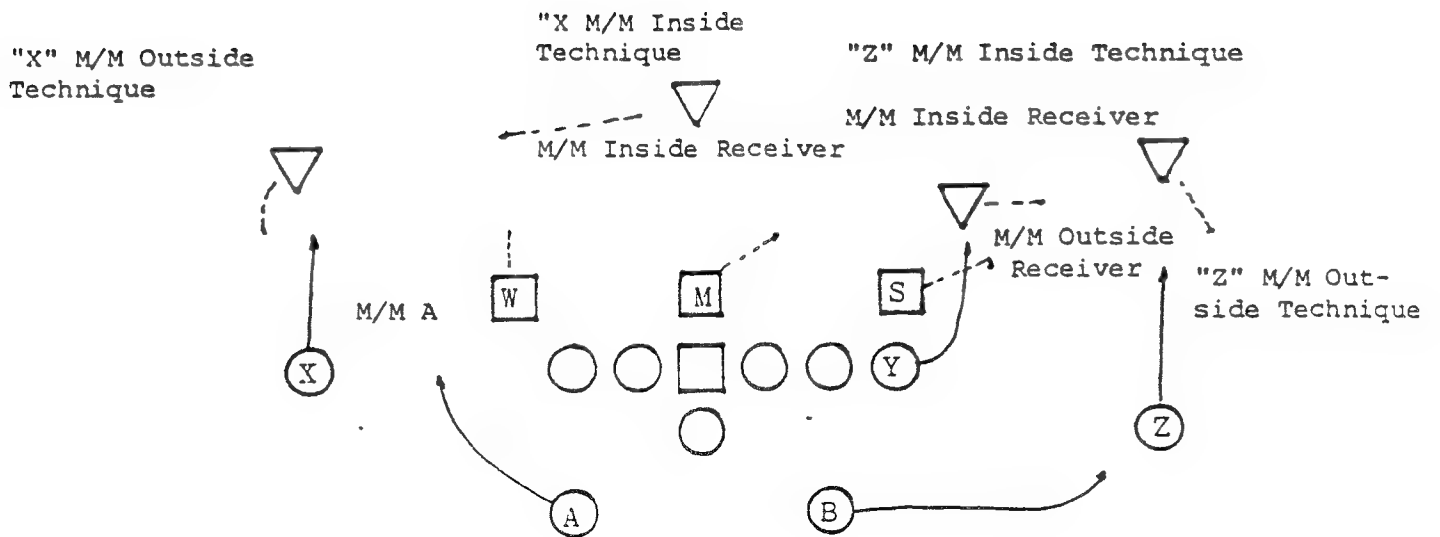


VARIATIONS: Mac and Stub will usually play "Y" M/M inside or outside.

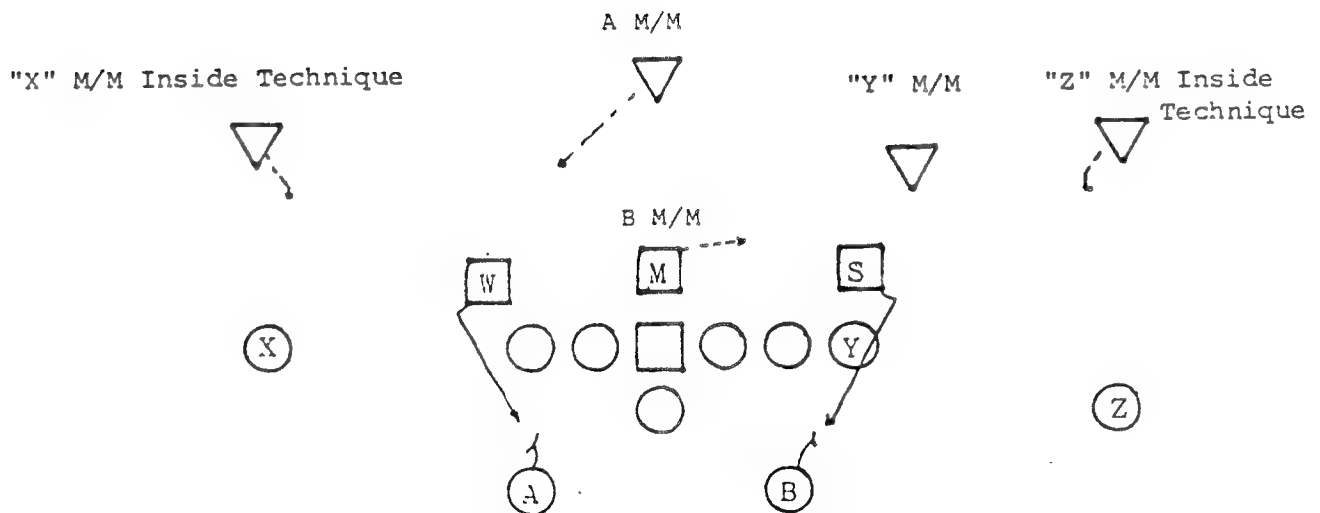


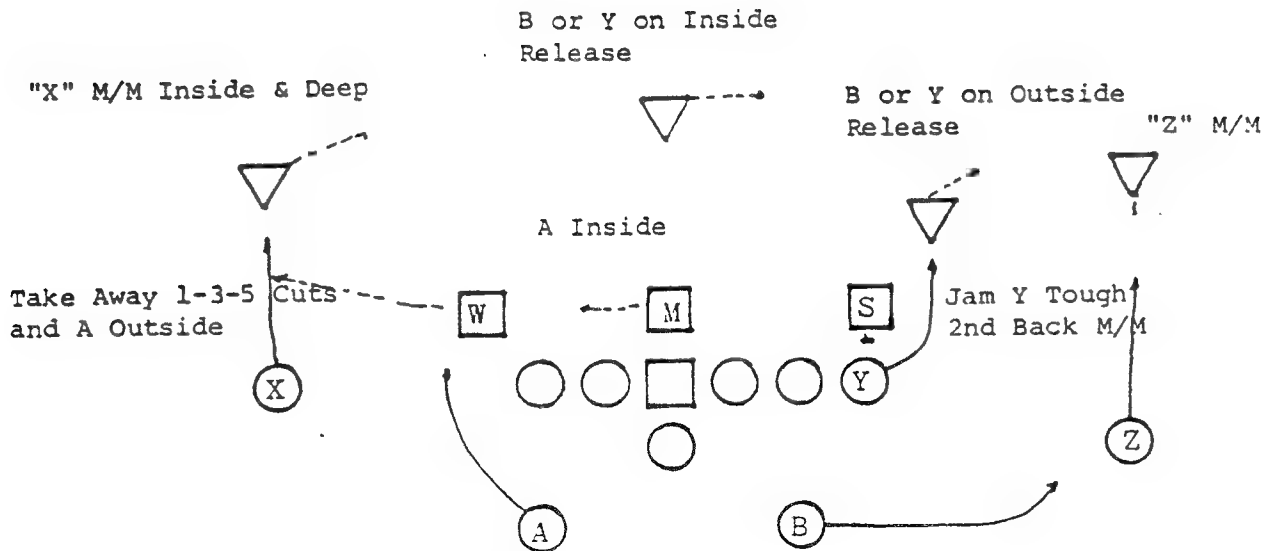
"X" M/M - Inside Crowd Technique



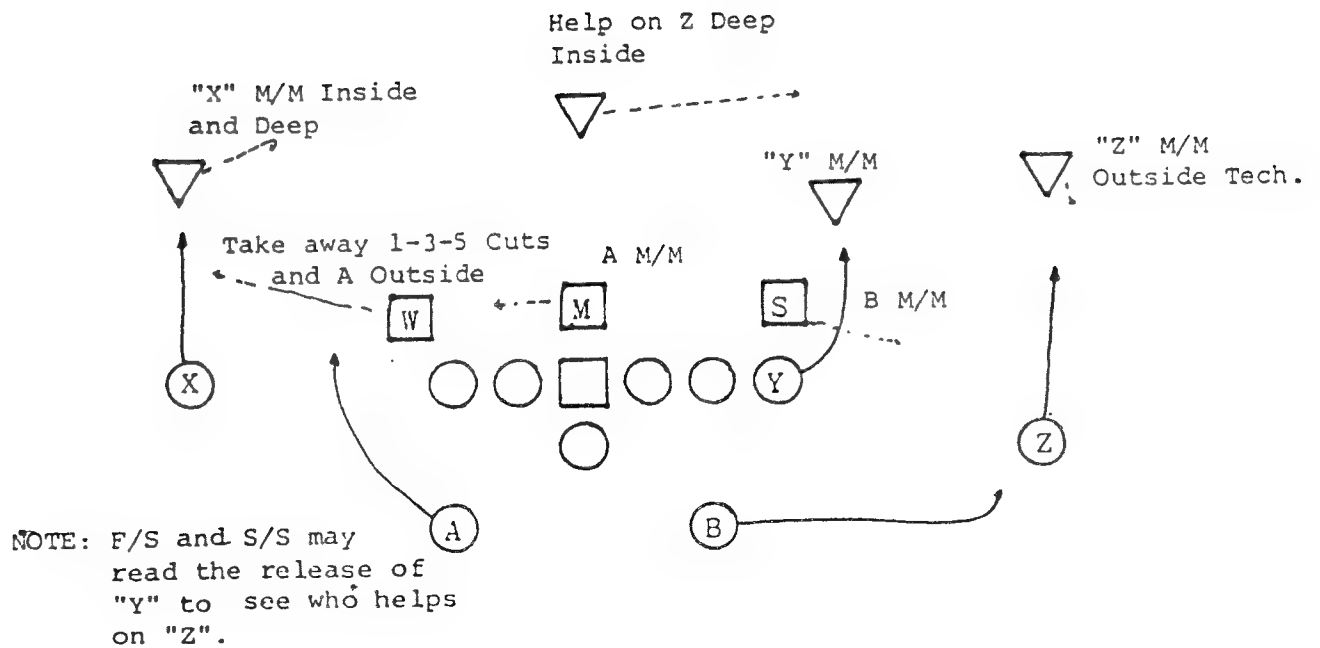


G.L. BLITZ - S/S and Mac in and out on "Y" and B.

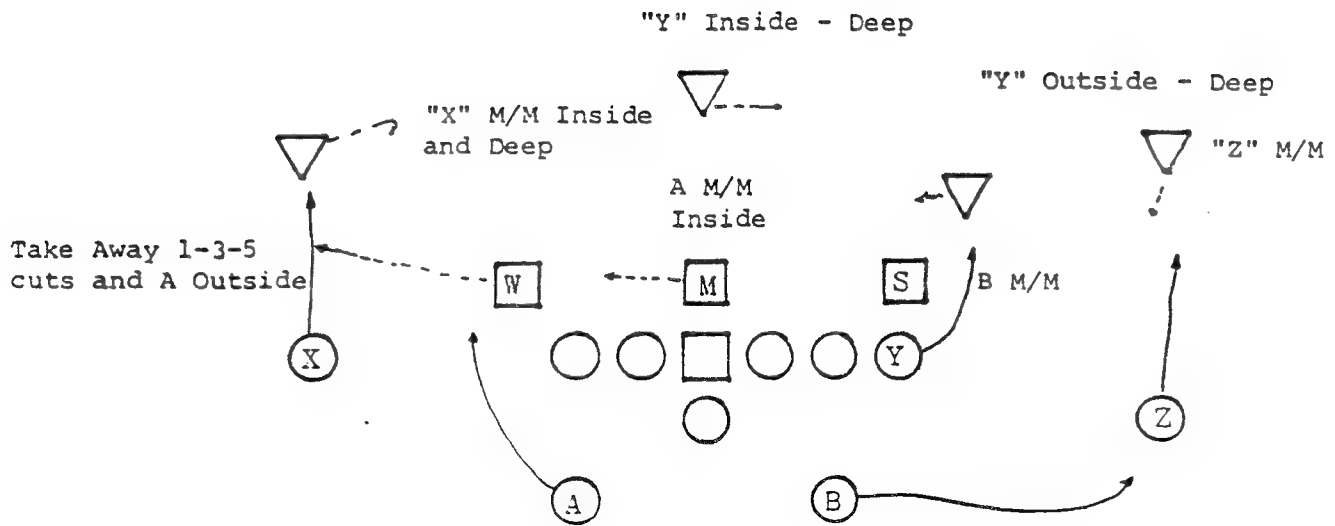




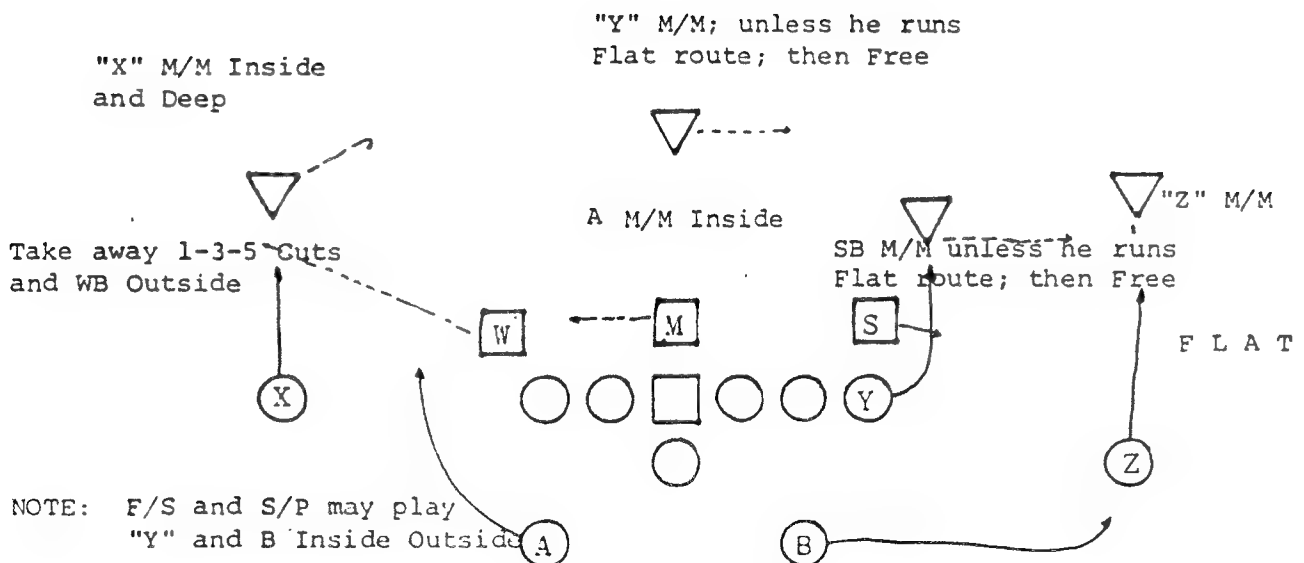
3 ZEBRA



3 Y

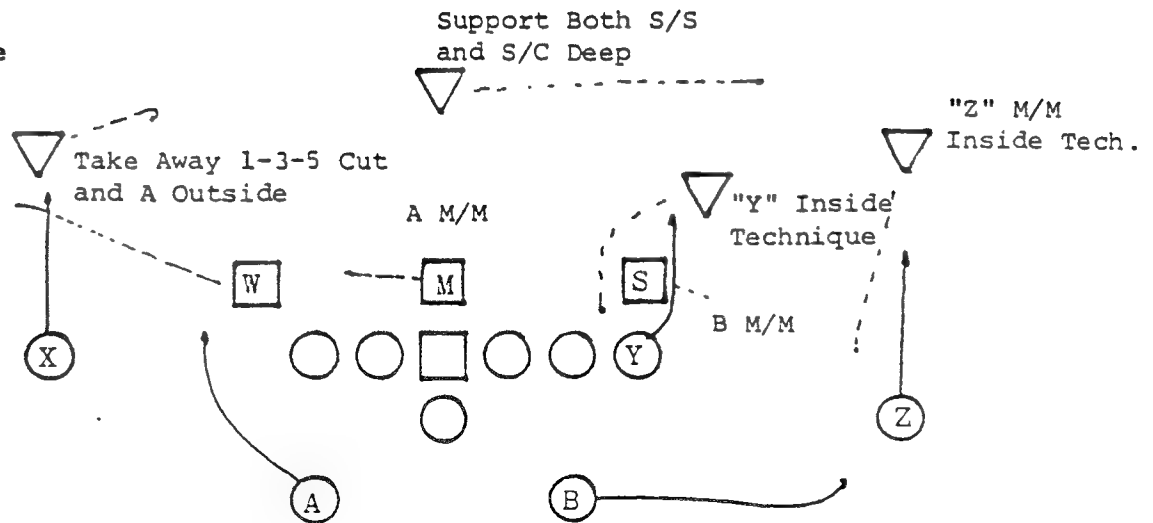


3 SKY



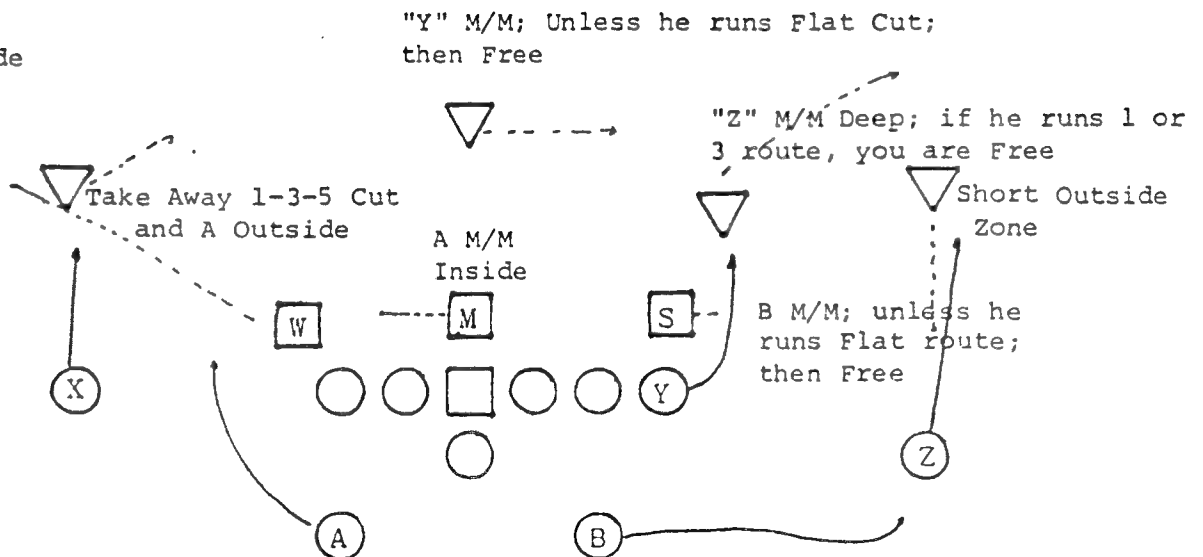
3 PRESS

"X" M/M Inside
and Deep



3 CLOUD

"X" M/M Inside
and Deep



3 LIGHTNING

"X" M/M Inside and Deep

B M/M unless he runs Flat route; then Free

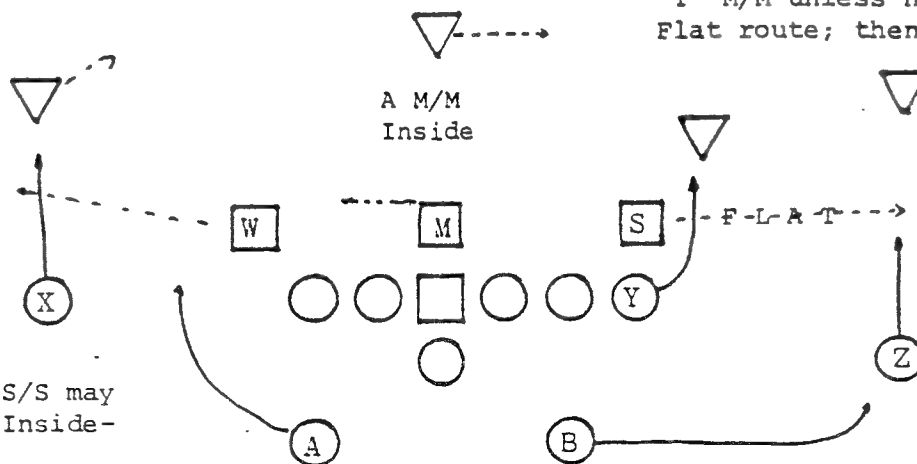
"Y" M/M unless he runs Flat route; then Free

Take away 2-4 cuts and A Outside

A M/M Inside

"Z" M/M unless he runs a 1-3-5 cut; then Free

NOTE: F/S and S/S may play "Y" and B Inside-Outside.



3Z

"Y" on Inside
release B Back
on outside release
of Y

"Y" on Outside release
B Back on inside
release of Y

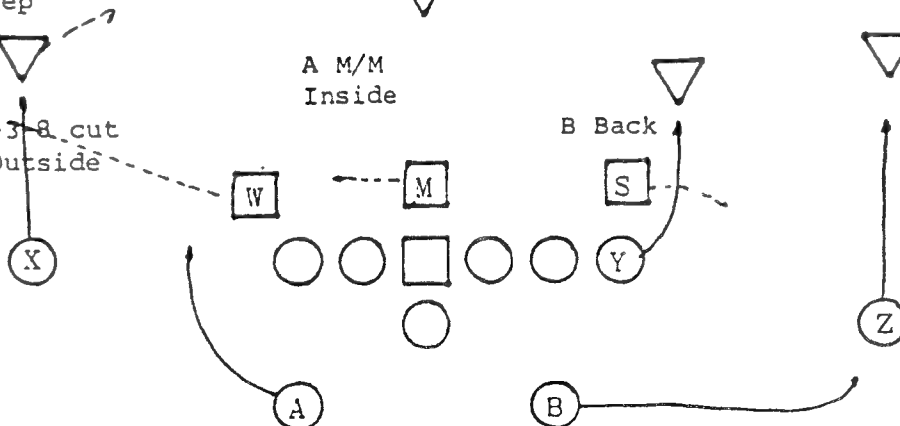
"X" M/M Inside and Deep

A M/M Inside

"Z" M/M

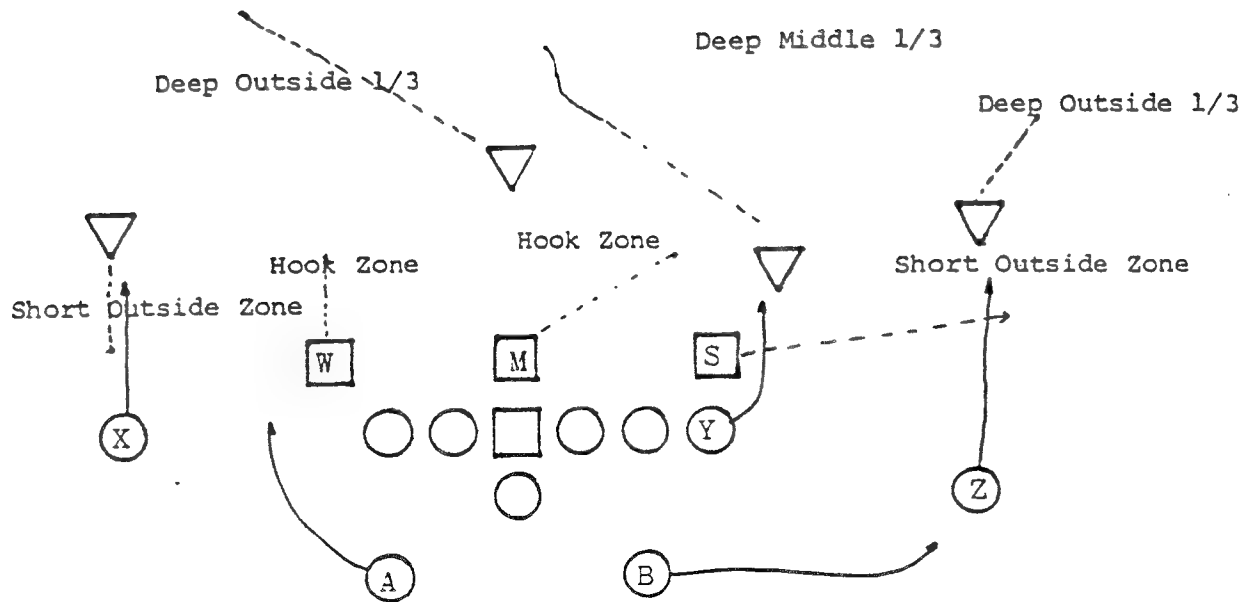
Take away 1-3-5 cut and A Back Outside

B Back

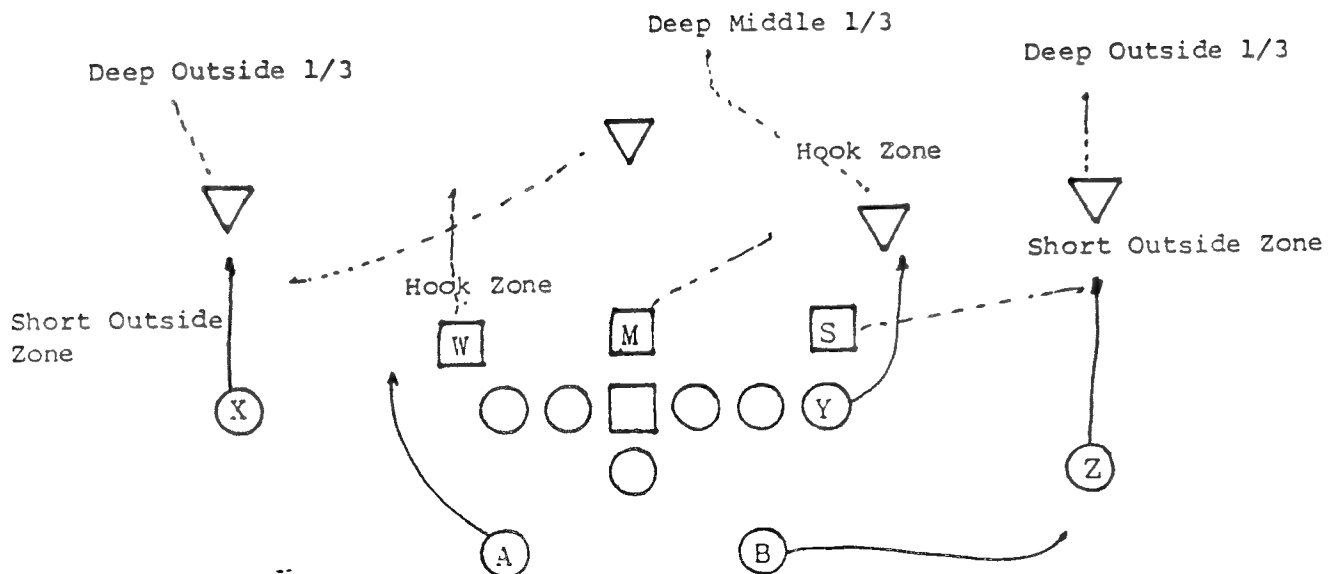


310

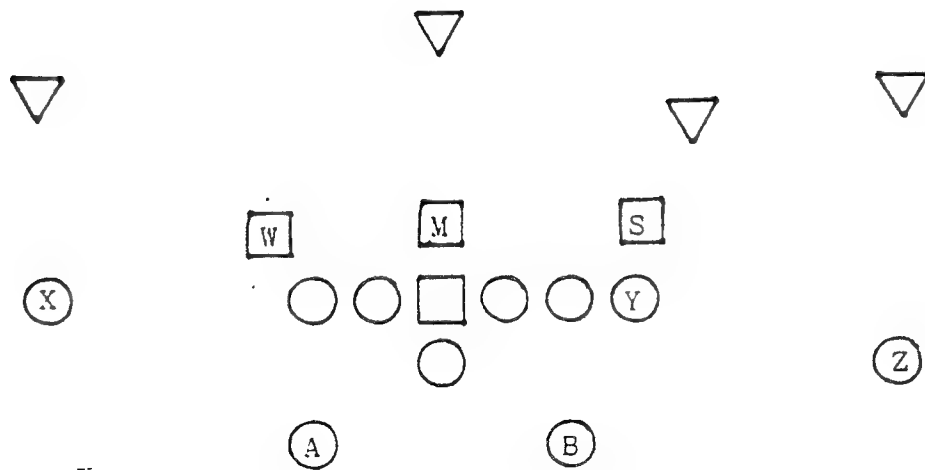
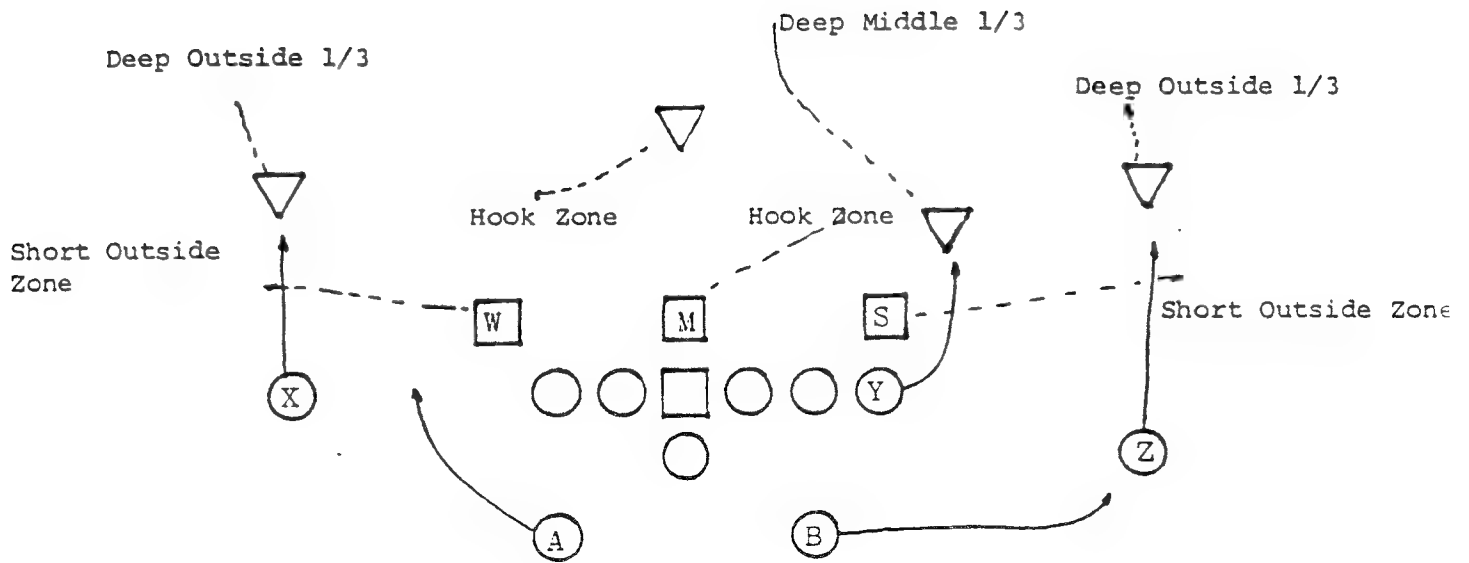
5 CLOUD



5 SKY

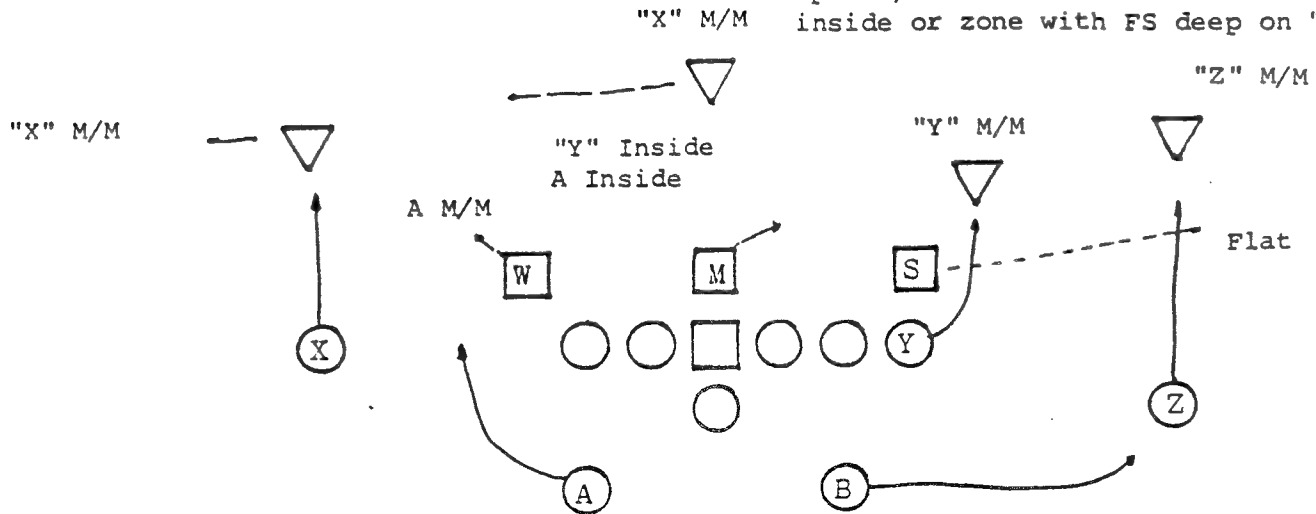


5 LIGHTNING

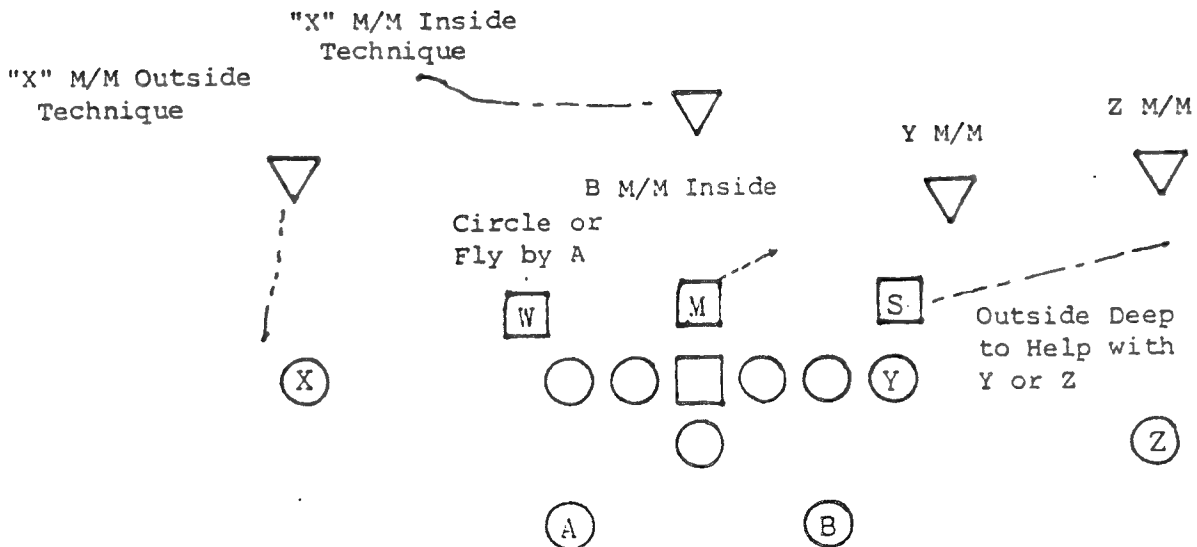


6 BRACKET

Weak corner and free safety can play "X" inside outside or long and short. Variation of this coverage is weak corner kick on "X" and play flat zone picking up A M/M outside...Will has A inside or zone with FS deep on "X".

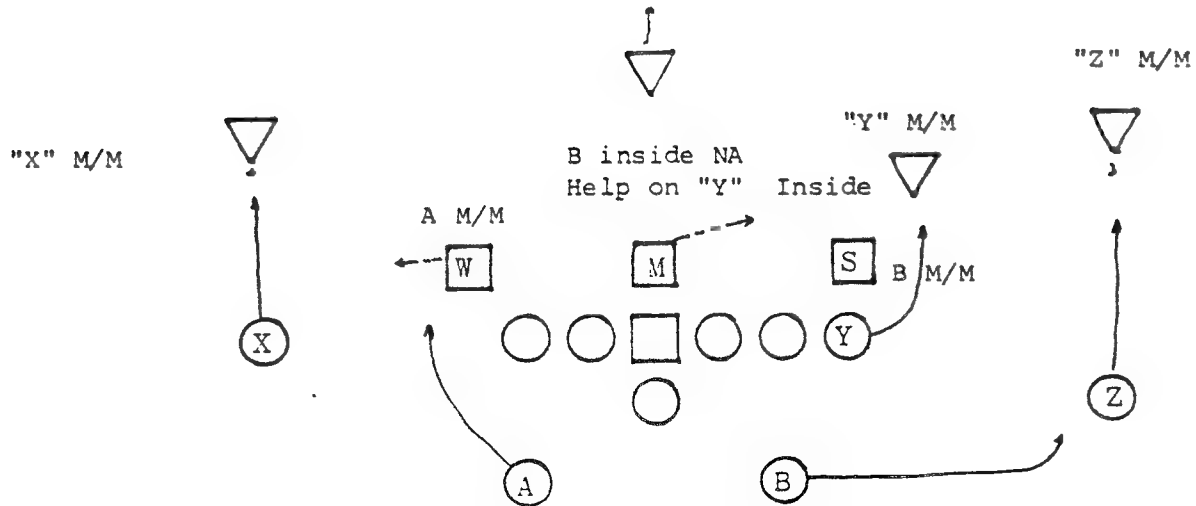


6 CLAMP

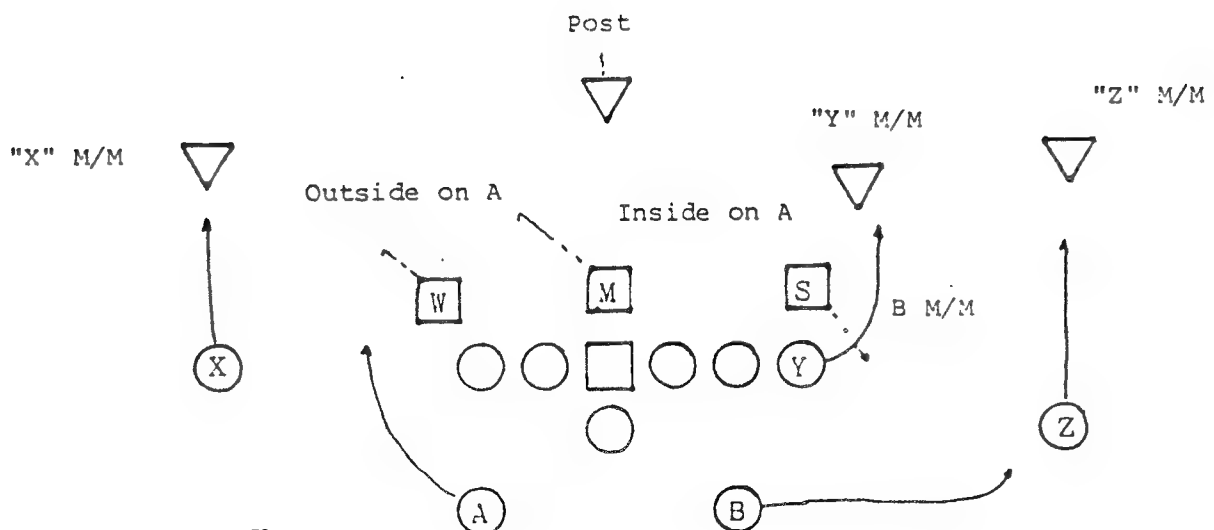


Variations might include Frank covering "X" on deep inside and weak corner picking up A if he runs deep outside.

Help on "X" inside
or A deep

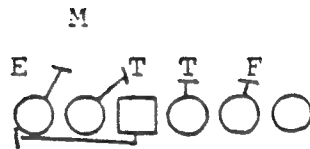


4 FREE



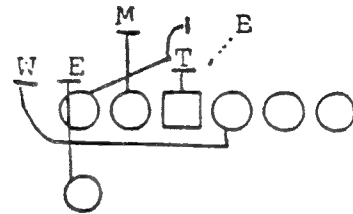
COMBINATION BLOCKS

DILDOE



CENTER REPLACING TRAPPING GUARD
ON TRAP PASS OR TRAP

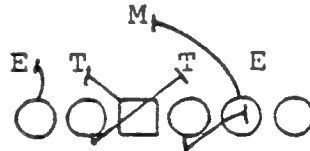
TACO



BLOCKING COMBINATION USED ON
35 EIM-0

"EVEN"

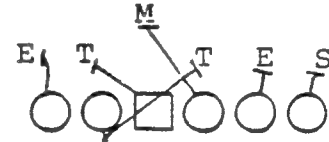
(2 HOLE)



CALL BY CENTER ON TRAP TO GET
BEST BLOCKING COMBINATION

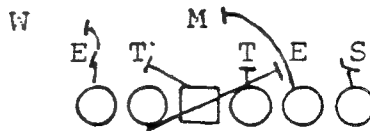
"ODD"

(2 HOLE)



"EVEN"

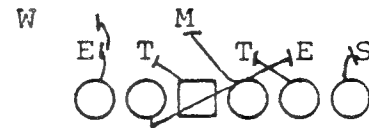
(4 HOLE)



CALL BY CENTER ON TRAP TO GET BEST BLOCKING COMBINATION

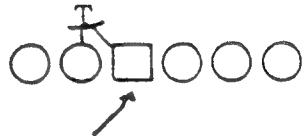
"ODD"

(4 HOLE)



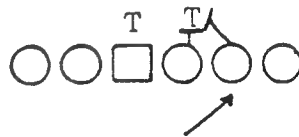
COMBINATION BLOCKS

WISE



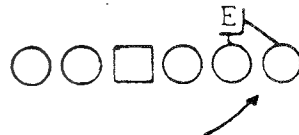
Guard and Center Double Team.

SQUEEZE



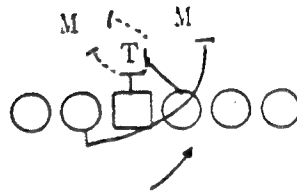
Tackle and Guard Double Team.

POWER



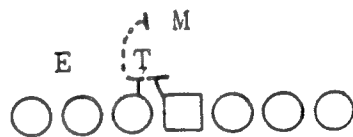
Tackle and Tight End Double Team.

JOKER



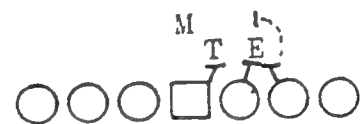
Off Guard Trap on a Linebacker - Center and On Guard Pal Block.

COG



Goal Line Call, Telling Teammate That You Are Blocking Onside and He Should Go Through for LBer.

TAG



Goal Line Call, Telling Two Lineman to Block Onside and the Third One to Go Through for LE

EAT

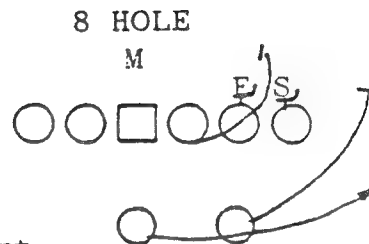
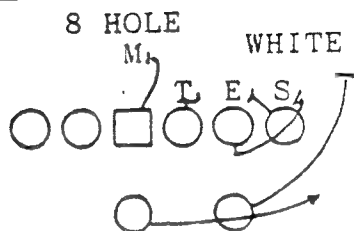


Goal Line Call, Telling Three Teammates that you are Blocking



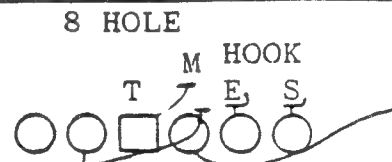
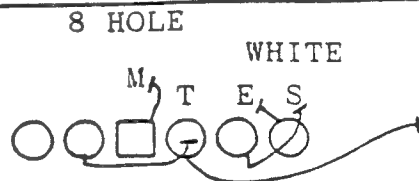
SERIES - BLOCKING PATTERNS

TOSS



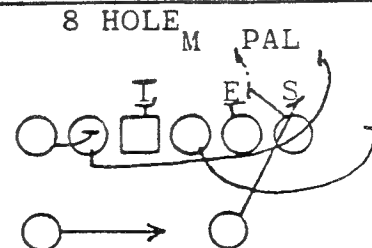
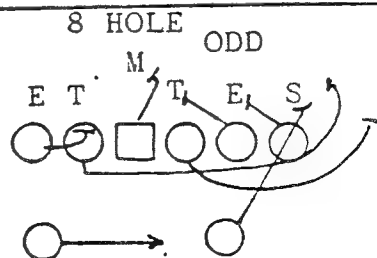
Base Hooks Onside - Onside Back Lead on Support.
Onside Tackle & Y White or Hook 8 Hole

TOSS
(G-O)



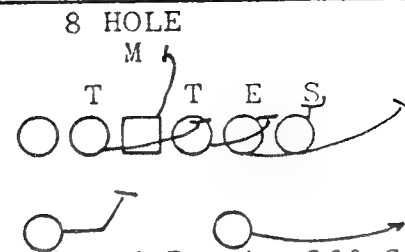
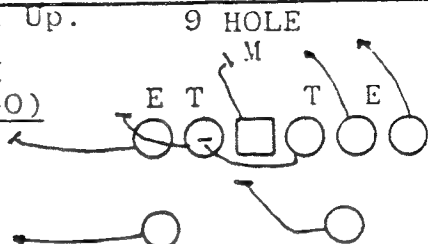
Quick Toss - On Guard on Force - Offguard Protects On Guard Area
On Tackle & Y White or Hook 8 Hole.

SWEEP
(BOB)



Ball Carrier Across Backfield - On Tackle & Y Down (Odd) - Both Guards Pull, (G with Depth) Onside Back EMLOS, On Guard Block Force - Off Guard Clean Up.

PITCH
(T-G-O)



Quick Pitch to Red Back, on Tackle on Force, On Guard Reach, Off Guard Protect On Guard Area - Off Back Fakes up into Line.



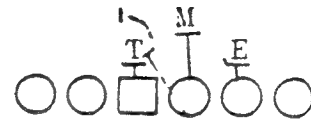
SERIES - BLOCKING PATTERNS

LEAD

4 HOLE



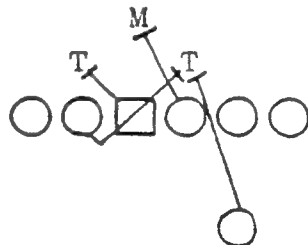
4 HOLE



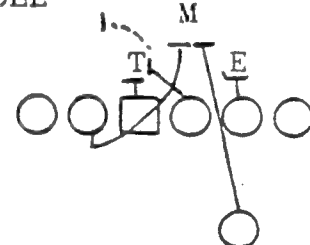
"M" Blocking - Onside Back Even Defense lead over on Guard.
Odd Defense lead through Nose Man. Backside play protection very import

WHAM

2 HOLE



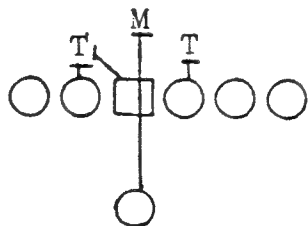
2 HOLE



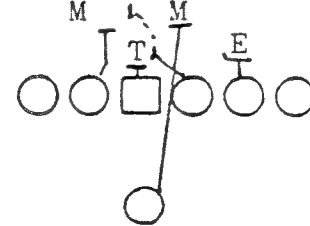
Odd Trap blocking off guard, onside back whaming 1 man on or off.

BAM

0 HOLE



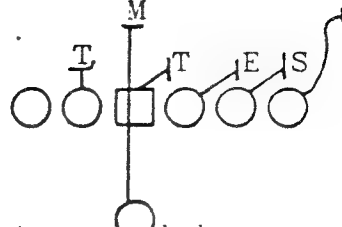
0 HOLE



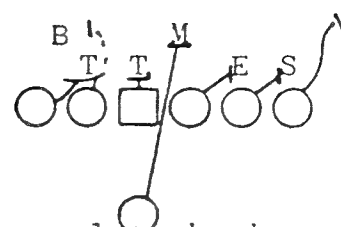
Double Team away from hole, on back leads on 1st backer onside.

TURN

0 HOLE



0 HOLE

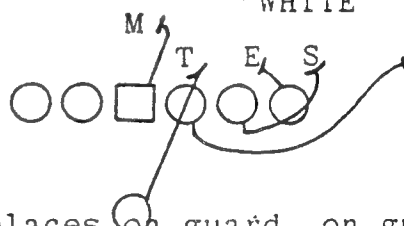


Onside line turn drive men out, on back leads on 1st backer onside.
Backside play protection very important.

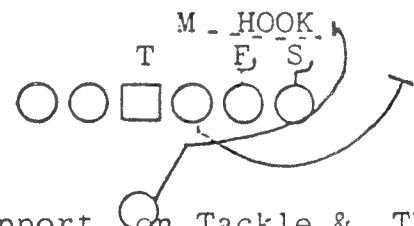
F

8 HOLE

"WHITE"



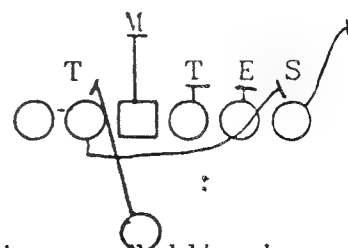
8 HOLE



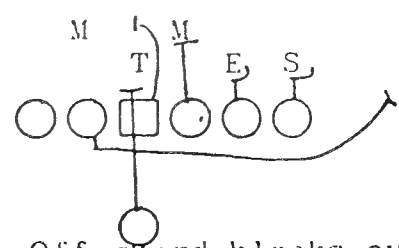
Fullback replaces on guard, on guard blocks support, on Tackle & TE
White or Man Hook. 8 Hole.

PLUNGE

6 HOLE



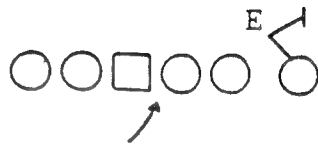
8 HOLE



Onside line base Fullback replaces off guard. Off guard blocks outside

INFLUENCE BLOCKING TERMS AND TECHNIQUES

TE
BLUFF



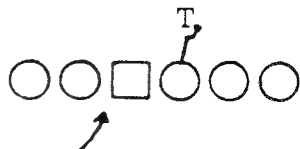
TE Drive Block Look to Influence a Man Out to Him.

TE
HOOK I



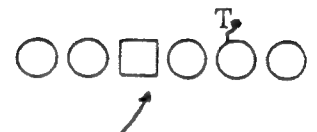
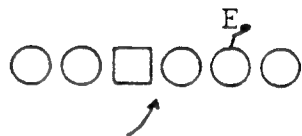
TE Quick Hook Look to Influence a Man Outside.

G
HOOK I



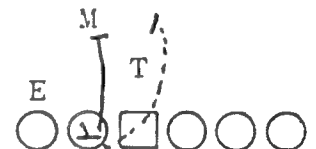
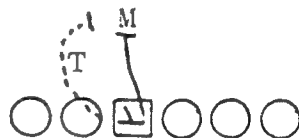
Guard Quick Hook Look to Influence a Defensive Tackle Outside.

T
HOOK I



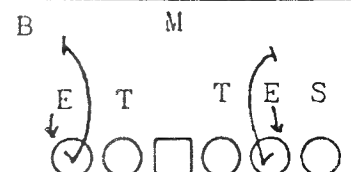
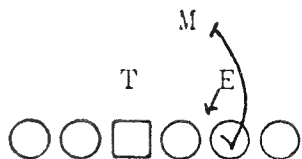
Tackle Quick Hook Look to Influence a Defensive Man Outside.

FLASH



A Quick Short Pass Set, Then Block Your Man Anywhere.

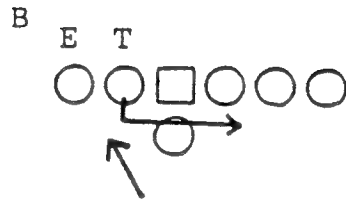
T
FLASH
AND
GO



A Quick Short Pass Set to Influence a Man, Read Your Man Then Block 2nd Responsibility.

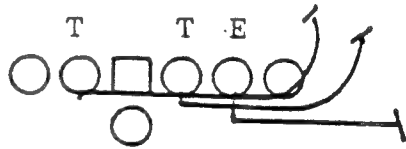
INFLUENCE BLOCKING TERMS AND TECHNIQUES

SUCKER



On Guard Pulling Away From Hole for Influence.

T GO



On Tackle, On Guard, Off Guard Pulling Either for Influence or to Block Assignment.

TG



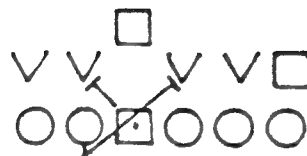
On Tackle and On Guard Pulling Either for Influence or to Block Assignment.



STANDARD LINE BLOCKS AND CALLS

1. AWAY

BLOCK USED BY OCN VS EVEN FRONT.

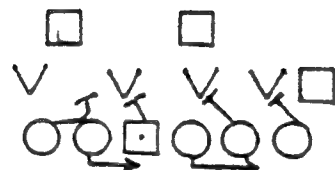


2. BASE SLIP

(SEE SLIP BLOCKING)

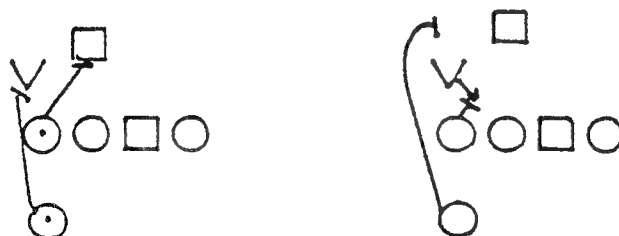
3. BACK

CALL MADE BY OCN TO INDICATE HE HAS NO PRESSURE TO P.S. GAP & HE IS BLOCKING BACK.



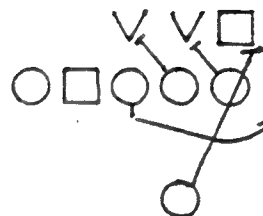
4. BIM

BLOCK MADE BY BACK ON DEF. MAN OUTSIDE HIS TACKLE (NORMALLY D.E.) MIGHT HAVE TO SWITCH ASSIGNMENTS WITH STUNTS.



5. BOB

A BACK BLOCKING THE 1ST MAN OUTSIDE THE NOSE OF THE OFF. END TO THE STRONGSIDE (TO THE WEAKSIDE IT IS THE EMLOS).

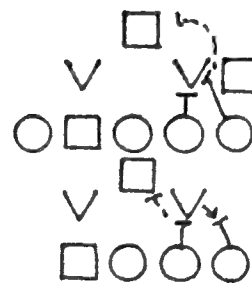


6. BUDDY BLOCK

TWO OFFENSIVE LINEMEN WORKING TOGETHER TO BLOCK 2 DEFENSIVE LINEMEN & LINEBACKER

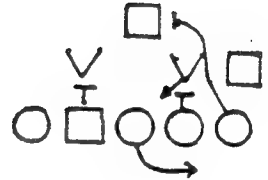
A. TYPES OF BUDDY BLOCKS

1. POWER - TWO OFFENSIVE LINEMEN WORK TOGETHER TO KNOCK THE DEF. LINEMAN OFF THE L.O.S. & TO THE OFFSIDE. THE PLAYSIDE OFFENSIVE PLAYER WORKS TO LB DEPTH ONLY AFTER

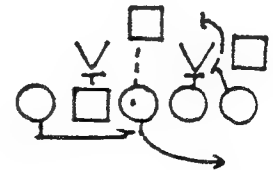


ASSURING HIS PARTNER'S CONTROL OF THE DEF. MAN. THE OFFSIDE OFF. PLAYER WHILE WORKING TO GAIN CONTROL OF DEF. MAN MUST EYEBALL LB TO ALLOW NO PENETRATION.

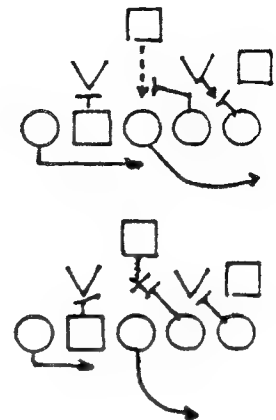
2. QUICK - ONE OF THE TWO OFF. LINEMEN IS ASSIGNED TO COME OFF FAST ON A L.B., OFFERING LITTLE HELP TO HIS BUDDY.



- A. WHEN THE P.S. BLOCKER IS ASSIGNED TO COME OFF QUICK, THIS SCHEME SHOULD ONLY BE USED IF THE O.S. BLOCKER HAS HELP TO COVER HIS O.S. GAP FROM L.B. PENETRATION. THE O.S. LINEMAN IS TRYING TO "HOOK" THE DEF. MAN (USED BY THE TE & TACKLE ON "BOB SWEEP").

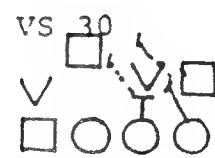
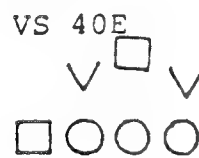
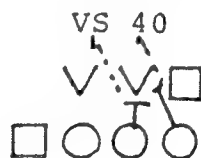


- B. WHEN THE OFFSIDE BLOCKER IS ASSIGNED TO COME OFF QUICK, HE TRIES TO OFFER A PUNCH TO THE DEF. MAN TO HELP STOP PENETRATION WHENEVER HE CAN. BUT HE MUST FIRST BE SURE THAT HIS OFFSIDE RESPONSIBILITY CANNOT BEAT HIM. THE ONSIDE BLOCKER KNOWS HE MAY HAVE THE DOWN LINEMAN ALONE & ONLY GOES TO L.B. DEPTH ON A RAM CHARGE. (USED BY TE & P.S. TACKLE ON 6-7 - G-0

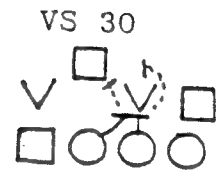
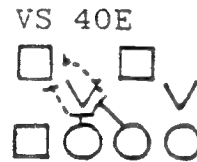
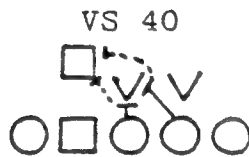


B. BUDDY BLOCKING SCHEMES

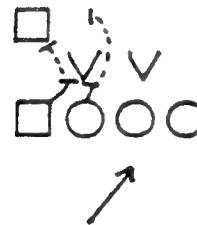
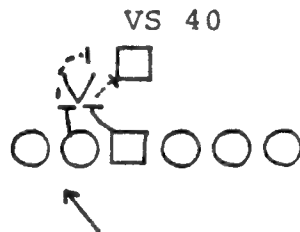
1. EAT - (BETWEEN END & TACKLE)



2. TAG (BETWEEN TACKLE & GUARD)



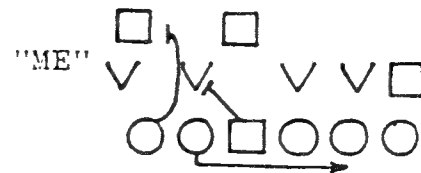
3. COG (BETWEEN CENTER AND P.S.
RIGHT OR LEFT GUARD)



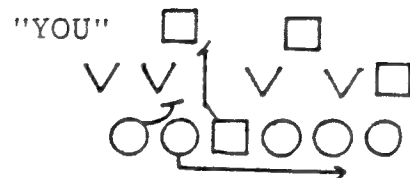
7. CAT

A CALL MADE BY THE OCN TO TELL THE OFFSIDE TACKLE WHO HAS INITIAL RESPONSIBILITY FOR A DEF. LINEMAN OR LB'ER.

- A. "ME" - OCN TELLS TACKLE THAT OCN HAS DEF. LINEMAN. TACKLE HAS LB'ER BUT MUST TAKE 1ST STEP TO CK. FOR STUNT.

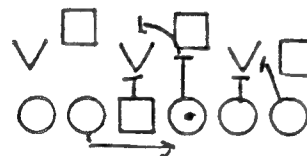


- B. "YOU" - OCN TELLS TACKLE THAT TACKLE HAS DEF. LINEMAN. OCN TAKES LB'ER BUT MUST TAKE 1ST STEP TO CK. FOR STUNT.



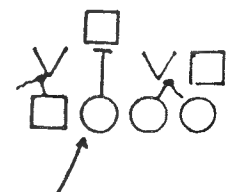
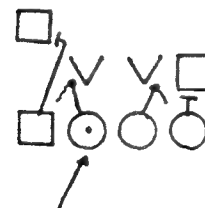
8. CHOKER

A TECHNIQUE USED BY AN UNCOVERED OFFENSIVE LINEMAN TO CHECK FOR AN LB'ER FILL BEFORE BLOCKING TO THE OFFSIDE.



9. CLUB

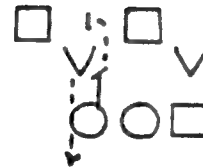
A TECHNIQUE IN WHICH THE BLOCKER FAKES A HOOK BLOCK AWAY FROM P.O.A., THEN FALLS AWAY FROM THE DEFENDER, DRAWING HIM AWAY FROM THE HOLE.



10. COG (SEE BUDDY BLOC & SLIP BLOCK)

11. CUT OFF

A BLOC DESIGNED TO STOP PURSUIT TOWARD P.O.A. ON QUICK HITTING PLAYS. THE BLOCKER BUILDS A "WALL" WITH HIS BODY TO THE P.S. OF THE DEF MAN. IF THE DEF MAN CIRCLES HIM, HE SHIFTS UPFIELD TO NEXT LEVEL.



12. DOWN BLOCK

A BLOCK USED TO CONTROL DEF LINE - MAN WHO IS TO THE INSIDE (OFFSIDE) OF THE BLOCKER.

A. GAP DOWN BLOCK - USED WHEN WE EXPECT PENETRATION FROM THE DEF. LINEMAN. INSIDE FOOT, 1ST STEP, SET THE ANGLE, PIVOT ON OUTSIDE FOOT SO BODY IS ALIGNED PROPERLY, DRIVE FACE TO DEFENDER EAR HOLE & SLAMS HIS PLAYSIDE FIST INTO THE PLAYSIDE ARMPIT OF THE DEF. LINEMAN TO CONTROL ANY SPINOUT.



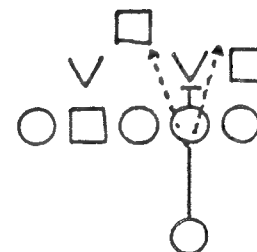
B. ANGLE DOWN BLOCK - USED WHEN WE KNOW THE DEF. LINEMAN IS GOING TO REACT TO THE P.S. (NO PENETRATION). THE BLOCKER MOVES HIS AIMING POINT (FACE) TO THE ARM PIT OF THE DEFENDER & PUTS HIS OFFSIDE FIST INTO THE CHEST OF THE DEF. MAN TO PREVENT PENETRATION. AT TIMES WE WILL USE A REVERSE BODY BLOC IF PLAY IS WIDE.



13. DRIVE BLOCK

A ONE ON ONE BLOC AT THE P.O.A. WHEN B.C. CAN RUN ("TO DAYLIGHT") ON EITHER SIDE OF THE BLOC. KEY ELEMENTS OF THE BLOC ARE:

- A. TO AIM DOWN THE MIDDLE OF THE DEF. MAN AT CHIN STRAP LEVEL.
- B. TO SHORT STEP WITH BACK FOOT OF YOUR STANCE & REPLACE THE DOWN HAND.

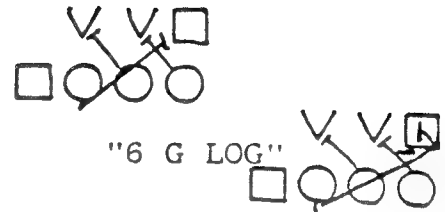


-

"6 G"

19. 6-7 G BLOCKING

A SCHEME IN WHICH THE P.S. TACKLE & T.E. DOWN BLOC WHILE THE P.S. GUARD TRAPS OR LOGS AT THE HOLE.



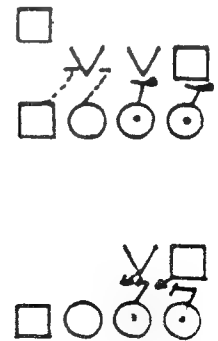
20. 8 & 9 G BLOCKING

A SCHEME IN WHICH PLAYSIDE GUARD PULLS TO BLOC FORCE.



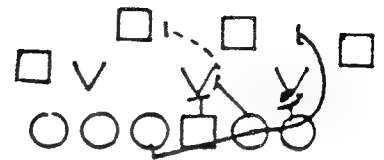
21. HOOK BLOCK

A ONE ON ONE BLOCK IN WHICH THE BLOCKER IS ASKED TO CONTROL THE DEFENDER TO ONE SIDE. YET IF THE DEFENDER STUNTS IN, THE BLOCKER MUST STOP PENETRATION. TO DO THIS BLOC WE MUST TAKE A CONTROLLED POSITION STEP WITH P.S. FOOT, KEEPING SHOULDERS PARALLEL, READING THE INITIAL MOVE OF THE DEFENDER. IF HE PLAYS STRAIGHT, CROSS OVER WITH THE OFFSIDE FOOT PAST HIS MIDLINE & BLOCK HIM. IF HE STUNTS IN, REACT OFF THE "READ" STEP & STOP HIS PENETRATION.



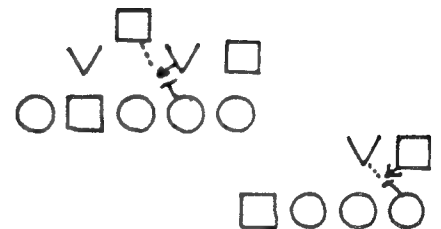
22. JOKER

TECHNIQUE & CALL USED BY PLAYSIDE TACKLE ON 4-5 HOLE TRAP WHEN HE FEELS THE D.E. MAY STUNT INSIDE OR IS LINED UP TOO TITE ON HIM SO HE COULDN'T GO THRU FOR THE LB'ER. MAKE "JOKER" OR "3" CALL TO ALERT TRAPPER & LOCK UP WITH D.E.



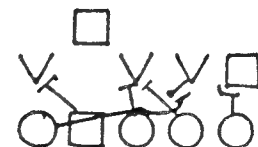
23. LOCK UP

A TECHNIQUE USED BY A LINEMAN WHO IS ASSIGNED TO BLOCK DOWN BUT IF THE MAN ON HIM CROSSES HIS FACE, HE LOCKS UP WITH THIS DEFENDER INSTEAD.



24. LOG

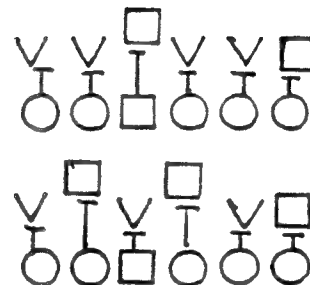
A TRAPPING OR PULLING LINEMAN HOOKS A DEFENDER IN, EITHER BY ASSIGNMENT OR BECAUSE THE DEFENDER CLOSES A TRAP HOLE.



25. LU - SEE SLIP BLOCKING & BUDDY BLOCKING

26. M BLOCKING

A GENERAL CATEGORY OF BLOCKING SCHEMES WHICH INDICATE THAT BLOCKERS ARE RESPONSIBLE FOR DEFENDERS ON THEM, OVER THEM OR IN P.S. GAP.



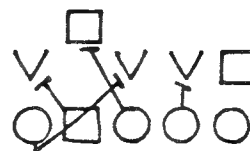
27. O

A BLOCKING SCHEME IN WHICH THE OFFSIDE GUARD PULLS & LEADS THRU THE HOLE AT P.O.A.



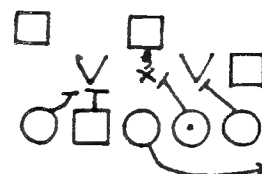
28. ODD

A 2 & 3 HOLE TRAP BLOCKING SCHEME - USED TO TRAP A MAN OVER P.S. GUARD WHEN MIDDLE LINEBACKER MUST BE BLOCKED BY THE P.S. GUARD



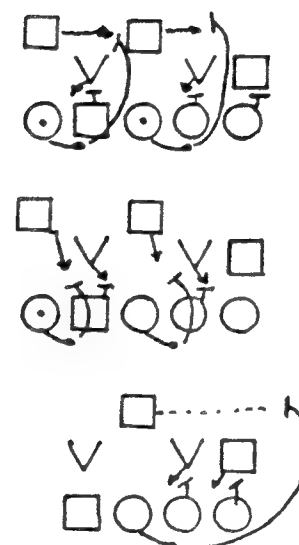
29. OFF

A CALL USED BY THE INSIDE MAN OF A PAL BLOCK, WHEN HE IS COMING OFF FOR AN LB'ER THREAT BACKSIDE.



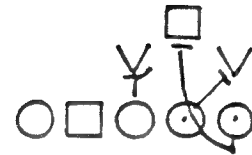
30. OPTION PULL

A MAN BLOCKING SCHEME USED BY UNCOVERED GUARD - EITHER PLAYSIDE OR OFFSIDE GUARD. THE GUARD STARTS TO PULL TO PLAYSIDE, SHORT SIDE STEP WITH P.S. FOOT & A CROSSOVER WITH BACKSIDE FOOT, KEEPING SHOULDERS PARALLEL TO L.O.S., MUST BE EYEBALLING YOUR LB'ER & YOUR P.S. BLOCKER. IF YOUR LB'ER RUNS STRAIGHT THRU, STOP PULL & BLOC HIM, IF YOUR P.S. BLOCKER GETS A WEAK CHARGE STEP AROUND YOUR BLOCKER & BLOC THE MIDDLE # OF THE LB'ER.



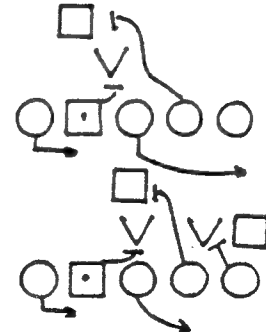
31. OTTO

A BLOCKING SCHEME IN WHICH THE PLAYSIDE TACKLE & TE WILL CROSS BLOCK. THE TACKLE DRIVES OUT ON THE DEFENDER ON THE TE & THE TE DROPS STEPS INSIDE FOOT BLOCKS THE DEFENDER OVER THE TACKLE.



32. OVER

BLOCK MADE BY OCN ON A MAN IN HIS PLAYSIDE GAP OR ON HIS PLAYSIDE GUARD WHO IS PULLING TO LEAD PLAY. TELLS PLAYSIDE TACKLE CK HIS BLOC & GO THRU FOR MAC. "EVEN" CALL FOR 29 BOB SWEEP.



33. POWER

SEE BUDDY & SLIP BLOCKING

34. QUICK

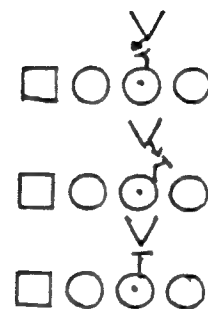
SEE BUDDY & SLIP BLOCKING

35. RAY

SEE BUDDY & SLIP BLOCKING

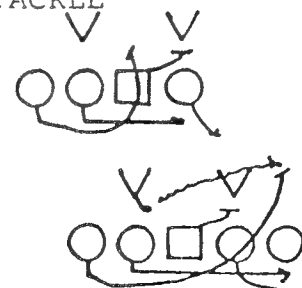
36. READING DRIVE BLOCK (GROUND HOG)

A DRIVE BLOCK EXECUTED WHEN THE BLOCKER KNOWS THAT THE DEFENDER MAY STUNT IN OR OUT. ON SNAP, THE BLOCKER ADVANCES WITH A CONTROLLED (READ) STEP TO SEE THE INITIAL MOVE OF THE DEFENDER. AS SOON AS HE DECLARES, THE BLOCKER ROLLS OFF THAT READ STEP & EXECUTES A DRIVE BLOCK.

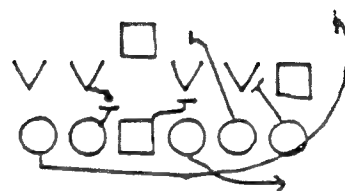


37. SEAL

A BLOCKING TECHNIQUE IN WHICH THE OFFSIDE TACKLE WHO IS ASSIGNED TO PROTECT THE AREA BETWEEN HIMSELF & HIS OCN (WHO IS OVER BLOCKING), MUST PULL WITH A SLIGHT DEPTH

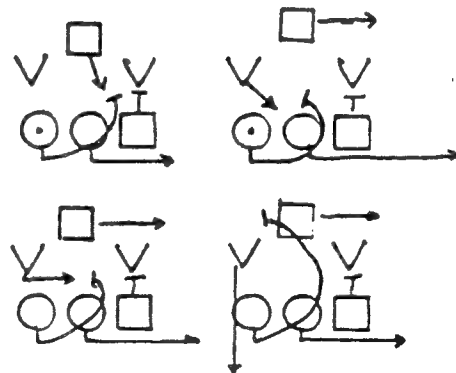


& RUN PAST THE OCN'S BLOCK SEALING ANY PENETRATION BY "CLIPPING" IF NECESSARY. IF HE MEETS NO PENETRATION, HE SHOULD TURN BACK ON HIS DEF. TACKLE. IF HIS GUARD STOPS PENETRATION ON HIS PULL, THE TACKLE SHOULD REPLACE THE GUARD (CALL WOULD BE "HAT" BY GUARD, TELLING TACKLE TO PULL, GUARD HAS MAN IN PLAYSIDE GAP).



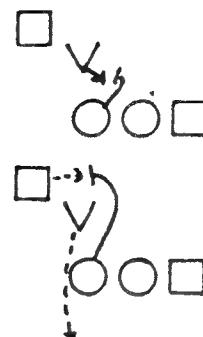
38. SEAL & WHEEL

A BLOCKING TECHNIQUE IN WHICH THE OFFSIDE TACKLE WHO IS ASSIGNED TO PROTECT THE AREA BETWEEN HIMSELF & HIS OCN (WHO IS BLOCKING AWAY OR ON), PULLS TO HIS INSIDE FAR ENOUGH TO BE CERTAIN NO PENETRATION OCCURS BETWEEN HIMSELF & THE OCN'S BLOCK. HE THEN PIVOTS OFF HIS INSIDE FOOT & TURNS BACK TO HANDLE A FLAT CHASING DEFENDER. NO CHASE, HE SIFTS.



39. SINGLE WALL OFF OR SIFT

TECHNIQUE USED BY OFFSIDE TACKLE TO THE SPLIT END SIDE TO PREVENT PURSUIT BY A DEF. LINEMAN ON A PLAY WHICH CAN CUT BACK. ON THE SNAP, THE BLOCKER POSITION STEPS TO HIS INSIDE TO GAIN MAXIMUM POSITION ON THE DEF. LINEMAN. IF THE DEF. LINEMAN STUNTS IN, HE DRIVES OFF THAT STEP & FLATTENS THE INSIDE CHARGE OFF THE L.O.S. IF THE DEFENDER STUNTS OUTSIDE OR DRIVES DEEP UPFIELD THE BLOCKER SLIDES TO THE NEXT LEVEL (SIFTS) FOR PURSUING LB'ER. HE IS BLOCKING THE MOST DANGEROUS MAN (M.D.)



40. SLIP BLOCKING

TWO OFFENSIVE LINEMEN WORKING TOGETHER TO BLOCK A DEF. LINEMAN & LINEBACKER FOR ONSIDE OR OFFISDE.

A. TYPES OF SLIPS

1. TAG, COG OR POWER SNAPPER

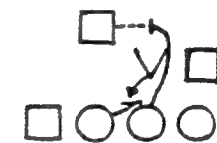
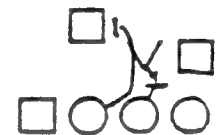
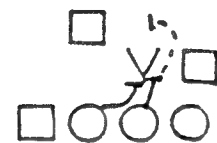
TWO OFFENSIVE LINEMEN, LOCATED AT OR NEAR THE P.O.A., WORK TOGETHER TO GET TOTAL CONTROL OF THE DEF. LINEMAN BEFORE WORKING OFF TO THE LB'ER. THE OFFSIDE LINEMAN ATTEMPTS TO "TAKE OVER" THE BLOCK ON THE DEF. LINEMAN. THE ONSIDE LINEMAN INTENDS TO WORK OFF TO THE LB'ER, AFTER SHOVING THE DEF. LINEMAN OVER ONTO HIS PARTNER'S BLOCK. THE ONSIDE MAN ONLY STAY ON THE DEF. LINEMAN IF HE CAN'T GET OFF TO THE LB'ER. THE OFFSIDE LINEMAN STAYS BEHIND THE PLAYSIDE LINEMAN'S BLOCK ATTEMPTING TO GAIN CONTROL OF THE DEF. LINEMAN. HE MUST CONTINUE TO "EYEBALL" THE LB'ER, BUT ONLY TAKES HIM IF THE LB'ER COMMITS TO THE OFFSIDE GAP OR WHEN THE DEF. LINEMAN IS CLEARLY CAUGHT ON THE PLAYSIDE OF THE PLAYSIDE BLOCKER. THE PLAYSIDE LINEMAN AIMS AT THE ARMPIT OF THE DOWN LINEMAN & ROLLS OFF THE INSIDE FOOT IN HIS STANCE, DRIVING WITH THAT FOOT (HE DRIVE BLOCKS THE PLAYSIDE OF THE DEF. LINEMAN). THE OFFSIDE LINEMAN MUST SLIDE STEP TOWARD THE PLAYSIDE, EYEBALLING THE LB'ER & DEF. LINEMAN WITH THE INTENTION OF REACHING THE PLAYSIDE HALF OF THE DEF. LINEMAN.

(NOTE: IF THE DEF. LINEMAN STUNTS AWAY, THE PLAYSIDE LINEMAN MUST GET INSTANT CONTROL & TURN HIS BODY TO SQUARE UP ON LB'ER.)

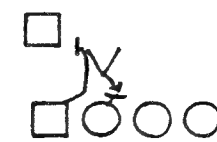
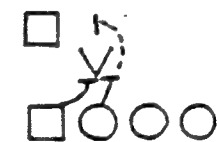
2. QUICKSLIP

USED WHEN THE P.O.A. IS OUTSIDE (8-9 HOLES) OR IS SOME DISTANCE FROM THE BLOCKING TANDEM. THE DIFFERENCE IS THAT THE PLAYSIDE BLOCKER IS TRYING TO AVOID THE DEFENSIVE LINEMAN BY MOVING HIS INITIAL AIMING POINT WIDE & SHOVING OFF WITH HIS INSIDE HAND TO PREVENT DEF. LINEMAN FROM HOLDING HIM. HE ONLY BLOCKS THE DOWN LINEMEN IF HE CAN'T AVOID HIM.

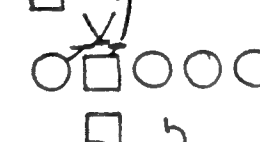
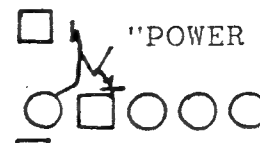
"TAG"



"COG"



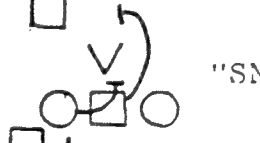
"POWER SNAPPER"



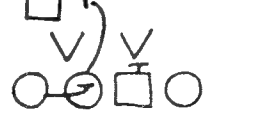
"GEORGE"



"SNAPPER"



"TAG"



3. AUTO SLIP - USED WHEN THE DEF. LINEMAN IS TO PLAYSIDE OF THE PLAYSIDE BLOCKER OR WHEN THE LB'ER IS CLOSE ENOUGH TO L.O.S. TO INDICATE A STRAIGHT DEFENSE OR WHEN THE BLOCKING SCHEME DICTATES AN AUTO SLIP. THE PLAYSIDE BLOCKER NOW INTENDS TO HOOK THE DEF. LINEMAN UNLESS HE STUNTS TO THE OFFSIDE. THE OFFSIDE BLOCKER ONLY BLOCKS THE DEF. LINEMAN IF HE STUNTS TO HIM. THE PLAYSIDE BLOCKER TIGHTENS HIS AIMING POINT. THE OFFSIDE BLOCKER TAKES A FLAT JAB STEP TO THE PLAYSIDE, EYEBALLING THE TANDEM. IF THEY STUNT, HE PICKS UP THE DEFENDER WHO COMES TO THE OFFSIDE. IF THEY DON'T, HE SHOULD HAVE THE GOOD ANGLE TO CUTOFF THE LB'ER.

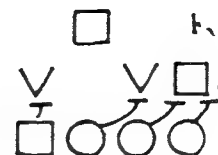
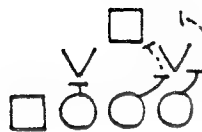
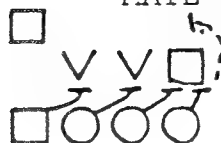


B. SLIP BLOCKING SCHEMES

1. PLAYSIDE

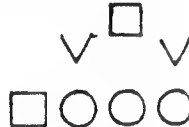
A. EAT (BETWEEN END & TACKLE)

GUARD & OCN SLIP ALSO IF TEAMMATE TO PLAYSIDE IS COVERED.

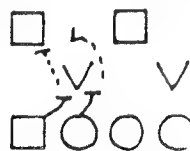


B. TAG (BETWEEN TACKLE & GUARD)

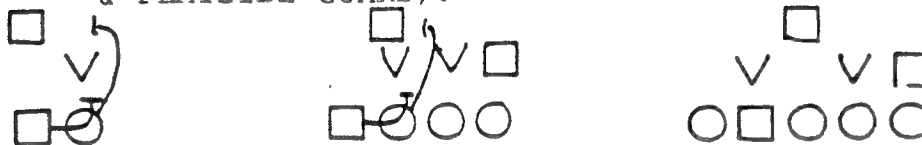
OCN SLIPS ALSO IF TEAMMATE TO PLAYSIDE IS COVERED.



C. COG (LU & RAY) BETWEEN OCN & R OR L GUARD.

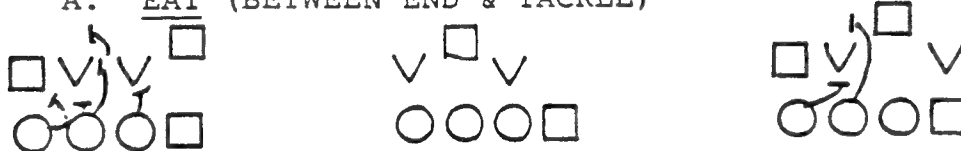


D. GEORGE (QUICK COG BETWEEN OCN & PLAYSIDE GUARD).



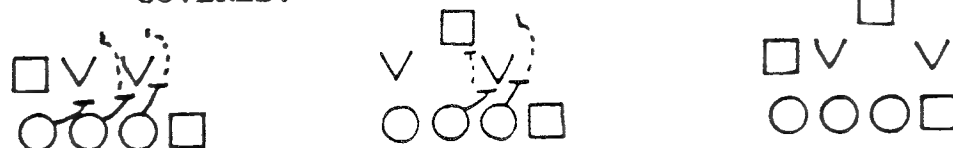
2. OFFSIDE

A. EAT (BETWEEN END & TACKLE)

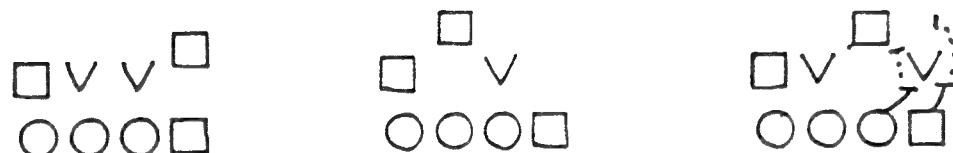


B. TAG (BETWEEN GUARD & TACKLE)

END SLIPS ALSO IF TACKLE IS COVERED.

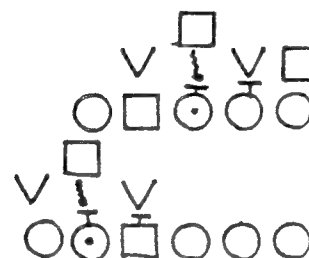


C. POWER SNAPPER (P.S.) BETWEEN OCN & OFF GUARD



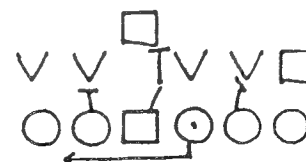
41. SOLID

A CALL MADE WHEN OFFENSIVE LINEMEN, INVOLVED IN A SLIP, ARE COVERED BY DEF. LINEMAN OR LB'ER ON L.O.S. THE SLIP IS OFF & ONE ON ONE BLOCKS ARE USED.



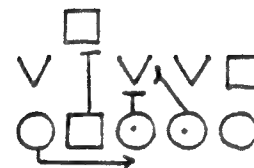
42. SUCKER

AN INFLUENCE PULL BY A GUARD WHO PULLS AWAY FROM THE P.O.A. IN ORDER TO ENTICE A DEFENDER INTO PURSUING HIM.



A. SQUEEZE BLOCK

PLAYSIDE GUARD & TACKLE WILL DBLE.
TEAM MAN OVER GUARD. GUARD WILL
POST MAN ON, STEP WITH OUTSIDE
FOOT, AIMING FACE FOR DEFENDERS
CHIN STRAP. LIFT HIM UP ON CONTACT,
SWING HIPS TO TACKLE WHEN YOU FEEL
HIM HITTING D.T. DRIVE HIM BACK &
INSIDE.

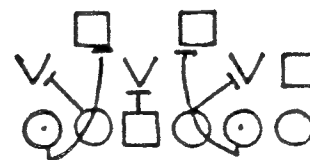


43. TAG

SEE BUDDY BLOCK & SLIP BLOCK

44. TAKE

CALL MADE BY A TACKLE TO SWITCH
ASSIGNMENTS WITH HIS GUARD.



45. T

TERM USED TO HAVE PLAYSIDE TACKLE PULL
TO BLOCKFORCE MAN



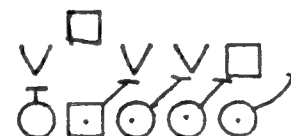
46. TRAP

AN INSIDE OUT BLOCK AT THE P.O.A. BY A
PULLING LINEMAN



47. TURN BLOCKING

A BIG MAN ON BIG MAN SCHEME IN WHICH
ASSIGNED LINEMEN INSIDE OUT ON A DEF.
MAN TO THEIR PLAYSIDE.



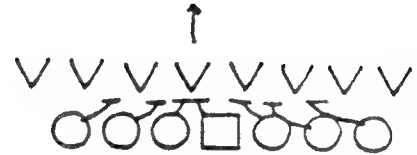
48. WISE

A DOUBLE TEAM BLOCK BETWEEN PLAYSIDE
GUARD & OCN. USUALLY IN SY & GL
SITUATION.



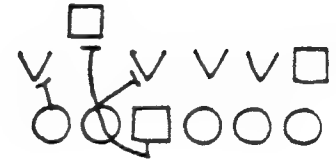
49. WEDGE

A LINE BLOCKING SCHEME WITH THE OFFENSIVE LINEMEN BLOCKING TOWARD AN APEX AT THE P.O.A. USING SHOULDER TO HIP OFFENSIVE BLOCKING. LINEMAN SHOULD MAKE EVERY EFFORT TO STAY ON THEIR FEET.



50. WIPE

A BLOCKING TECHNIQUE USED BY UNCOVERED PLAYSIDE GUARD & OCN. PLAYSIDE GUARD DOWN BLOCKS THE NOSE, AIMING POINT, DEFENDERS EAR HOLE, SLAM INSIDE FIST INTO HIS CHEST TO STOP PENETRATION. ALERT ROLL BACK-DRIVE UP THRU HIM. OCN, DROP STEP WITH PLAYSIDE FOOT ALLOW YOUR GUARD TO MAKE HIS CONTACT THEN PULL AROUND HIM FOR YOUR BLOC ON MAC.



51. X

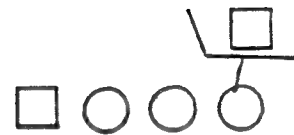
A CROSS BLOCK BETWEEN PLAYSIDE TACKLE & GUARD OR TACKLE & TE WITH OUTSIDE MAN BLOCKING DOWN FIRST, INSIDE MAN DROP STEP & BLOCK OUT.



TIGHT END BLOCKS

MAN OR "M" BLOCKING

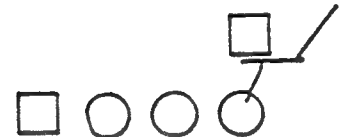
A general category of blocking schemes which indicate that playside blockers are responsible for defenders on them, over them, or in the playside gap - It is a drive block, placing the face mask into defender's chest, using the arms to lift defender.



HOOK BLOCK

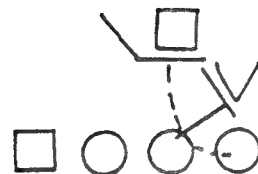
A one on one block in which the blocker is asked to control the defender to one side. (Yet if the defender stunts in, the blocker must react to stop penetration) To execute this technique the key elements are:

- a) To take a controlled position step with the play side foot keeping shoulders parallel, reading the initial move of the defender. If he plays straight, cross over with the offside foot past his mid line and block him. If he stunts in, react off the "read" step and stop his penetration.



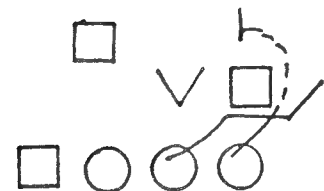
OTTO

A call made by the playside tackle to exchange assignments with the playside end - Tackle drives out on defender over tight end. Tight end steps around tackle and blocks defender over tackle.



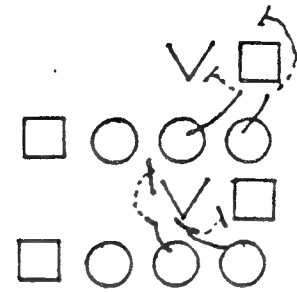
SLIP BLOCK - "EAT"

A slip block between the tight end and tackle - It is a block in which the tackle and tight end are responsible for the men over the tackle and tight end.



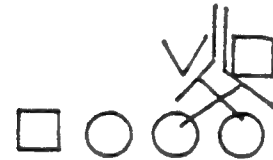
SLIP BLOCK - "EAT" CONT.

- a) Onside "Eat" is when the play is direct into them.
- b) Offside "Eat" is when the play is directed away from them.



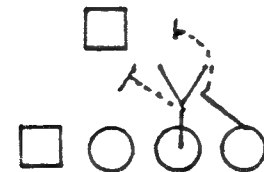
WHITE BLOCK

A cross block between an end and tackle. The end goes first and the tackle behind.



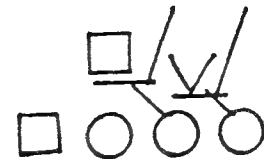
PAL BLOCK "DOO DAD" BLOCK

A combination block between the tight end and tackle in which they are responsible for two defenders, the man over the tackle plus the first man inside the tackle.



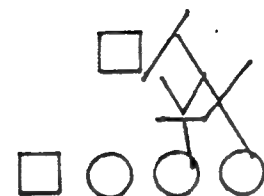
"OFF" CALL

A call used by the inside man of a "PAL" block, when he is coming "Off" for a LB'er threatening backside. Tight end has inside man by his self.



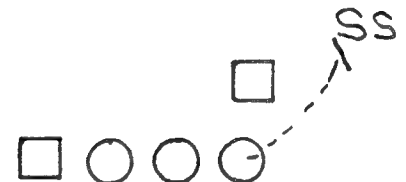
"GO" CALL

A call used by the inside man of a Pal block, telling the outside man to go for the LB'er. Tackle stays on man over by his self.



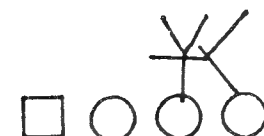
TESS BLOCK

Tight End releases off L.O.S. for force.



POWER BLOCK

Tackle and Tight End stay on double team. Tackle will post defender over him and Tight End will drive defender who is located over Tackle.



TIGHT END "BLUFF" BLOCK

Tight End will fake a "Down" block to get inside attention or influence him.



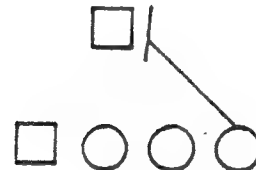
TIGHT END "CLUB" BLOCK

Tight End will fake a "Hook" block to influence a defender to the outside.



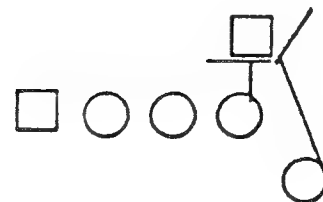
SMASH BLOCK

Tight End Block when he is responsible for first LB'er off L.O.S. to his inside.



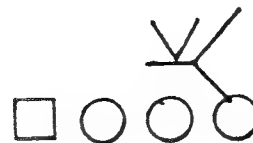
BLAST BLOCK

A double team with Tight End and man in a "Close" position. The Tight End is the post man of the double team.



DOWN BLOCK

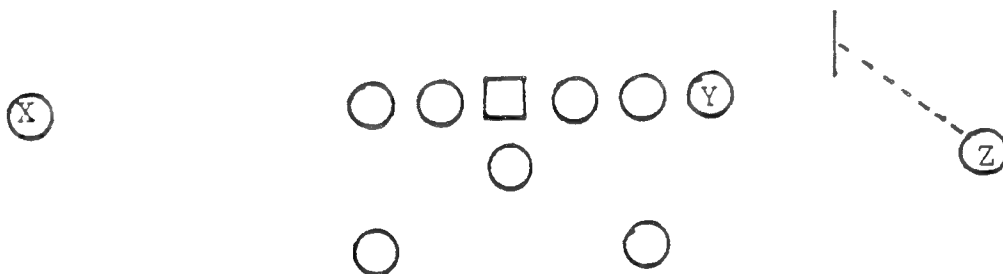
When the Tight End is responsible for the first man to his inside.



RECEIVER BLOCKS "Z"

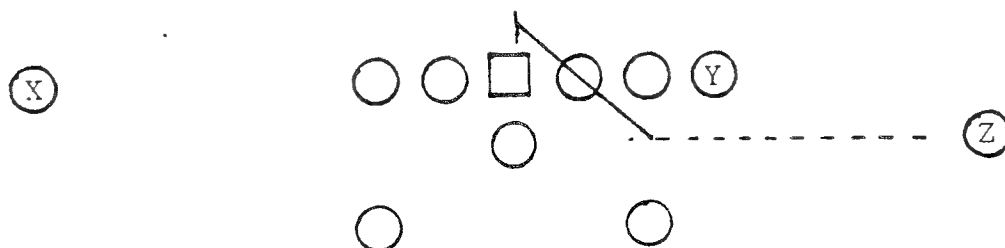
CRACK BLOCK

ANY WIDE RECEIVER BLOCKING A MAN FROM OUTSIDE IN ABOVE THE WAIST AND HEAD IN FRONT



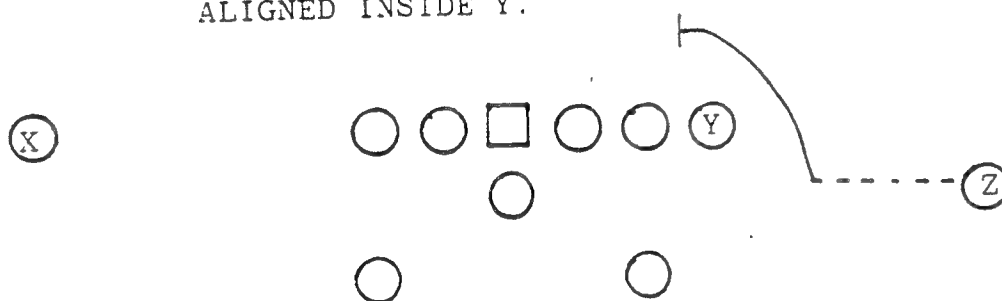
ZAP BLOCK

ANY OUTSIDE IN BLOCK ON A DESIGNATED DEFENSIVE LINEMAN ALIGNED ON CENTER OR P.G.



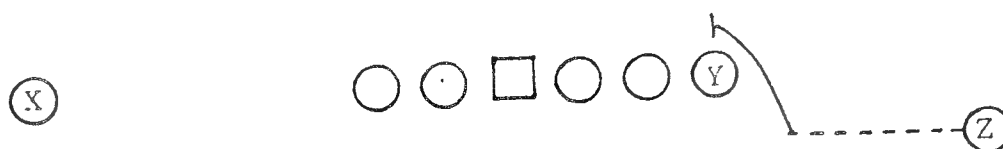
CRIB BLOCK

AN OUTSIDE IN BLOCK EXECUTED ON A LINEBACKER ALIGNED INSIDE Y.



POW BLOCK

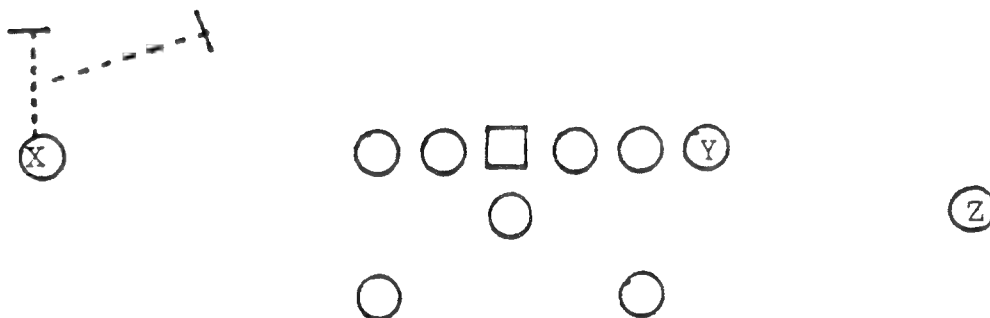
AN OUTSIDE IN BLOCK EXECUTED ON THE DEFENDER ALIGNED ON Y.



RECEIVER BLOCKS "X"

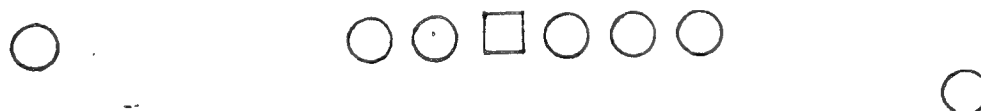
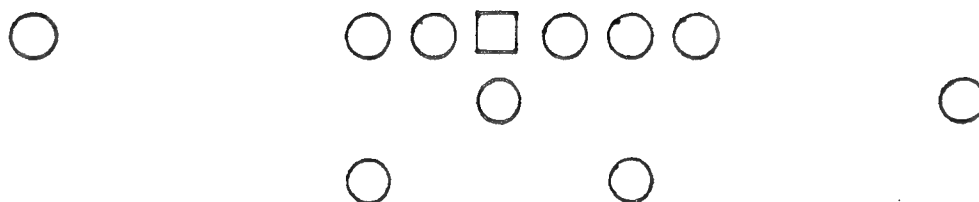
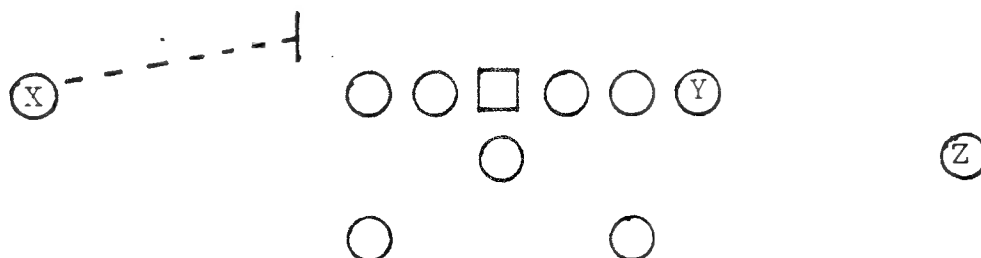
CRACK BLOCK

ANY WIDE RECEIVER BLOCKING A MAN FROM OUTSIDE IN
ABOVE THE WAIST AND HEAD IN FRONT C.P. 5 YARD RULE



OPTION BLOCK

BLOCK EXECUTED BY "X" RELEASE OFF L.O.S. READ WEAK
SAFETY AND CORNER BLOCK MAN WHO HAS FORCE
RESPONSIBILITIES



BALL HANDLING FUNDAMENTALS

ACCEPTING THE BALL:

Place the FAR hand (hand away from side QB is feeding) slightly below belt buckle, palm up with the elbow slightly raised away from hip to serve as a stop for the ball.

Place the NEAR hand (hand to the side QB is feeding) at the front of the shoulder with the thumb pointing down to help force the elbow up. The near elbow must be kept high forming a pocket for the ball. The QB will place the ball on the belt buckle. Do not reach for the ball. Once the ball is placed on the belt buckle drop the top arm and close both hands over the points of the ball.

The Ball Carrier should be looking at the P.O.A. and not at the ball. The QB is two-thirds responsible for the hand-off, you are one-third.

CARRYING THE BALL:

The ball should be carried with the finger tips over the point with the other point tucked between the elbow and the armpit. Both hands should always be used to put the ball into place.

PROTECTING THE BALL:

1. Whenever possible the ball should be kept against the body.
2. When contact is inevitable from both sides the ball should be protected with both hands.
3. When going down the ball should be protected with both hands.

SWITCHING THE BALL:

Switching the ball should be an automatic reaction when tacklers approach to ball side. This will enable you to use the free arm toward off tacklers.

Switching the ball should be done by sliding the free hand over the top of the ball, getting the fingertips over the point, bring it across the body using the bottom hand to help carry the ball to the other arm.

COMMON FAULTS THAT LEAD TO FUMBLES:

1. Near Elbow not raised.
2. Reaching for ball.
3. Not closing pocket on ball.
4. Waving or not keeping ball tucked with fingertips and arm.
5. Switching ball in heavy traffic.

BACKFIELD BLOCKS AND TECHNIQUES

1. FUNDAMENTALS COMMON TO ALL BLOCKS

- 1.1 PRE-SNAP LOOK (P.S.L.): Always take a P.S.L. to locate your blocking assignment prior to the snap. On your first step get your eyes on your man immediately. (Shoot Your Eyes) vision is the most important aspect in blocking. You must locate the man and keep your eyes on him as he is not going to stand in one spot. Concentrate on your target.
- 1.2 STANCE: You must assume a good stance. A stance that will allow you to take the proper step in correlation with the proper approach and block being used.
- 1.3 APPROACH: Each block has an initial approach and you must concentrate on this angle of departure. Once the ball is snapped and your man moves to play his responsibility, now your approach must automatically adjust!
- 1.4 BEND THE KNEES: Don't bend at the waist. Get in a hitting position by lowering the center of gravity by bending the knees!
- 1.5 CONTACT: Be a hitter. Block through the man, not to the man. Keep your head up and eyes on target and hit on the rise! Don't stop your feet upon contact!
- 1.6 BASE: To hit as you have to, you must have and maintain a good base under you. Keep your feet apart, approximately shoulder width.
- 1.7 FINISH: Finish your block by running through the man. In order to maintain contact, you must keep your knees bent, head up, back at proper angle and your feet moving until the whistle blows!
- 1.8 PRIDE: To be a good blocker you must take pride in the little details of the fundamentals involved!

2. INDIVIDUAL BLOCKS

- 2.1 BIM BLOCK: A block used primarily in connection with the 8 & 9 holes but will be used along with 6 & 7 hole plays as well. By rule it means block the first man outside your offensive tackle on or off the L.O.S.

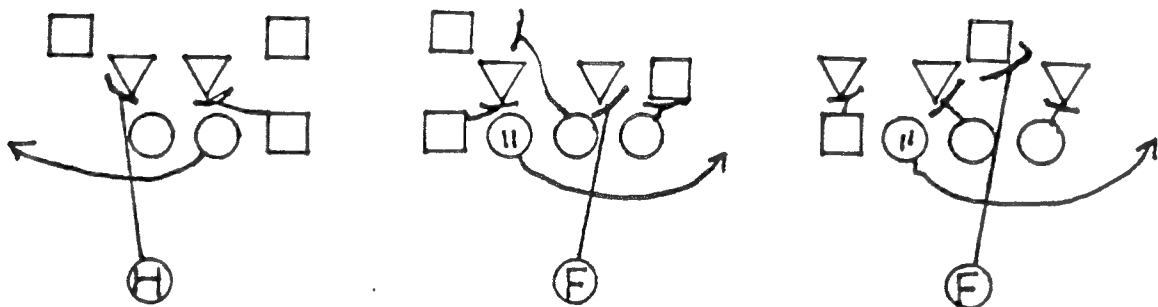
TECHNIQUE:

1. P.S.L. Locate your assignment - usually the defensive end. Concentrate on a point 4" above his outside knee!

2. **APPROACH:** Explode out of your stance by stepping first with the near foot at a point just outside the man you are going to block. Your second step should be right down the middle of the man. While on your approach, be ready to adjust to his charge either in or out. This is why it is so important to get to him quickly as you will cut down on the distance you allow him to move. Keep the knees bent, head up and feet apart and moving.
3. **CONTACT:** Your concentration point for contact is 4" above his outside knee. Get under his shoulder pads. Block with your inside shoulder through his outside knee. Hit on the rise and work your feet upon contact.
4. **FINISH:** Maintain a good base and keep your head up and feet moving. If you have to, go to all fours and scramble him, but at all cost try not to end up on your belly unless he is cut down on top of you!
5. **C.P.:** If while on your approach you see your offensive tackle blocking your assignment, continue on your course and block his responsibility. This is called a Bat technique and may be called prior to the snap by your tackle. Don't ever assume it will be called. A proper approach will take care of this adjustment!

COMMON FAULTS

1. Approaching at a poor angle.
2. Not getting to block quick enough.
3. Over-extending under the man ending up on your belly.
4. Not follow through and allowing the man to escape.



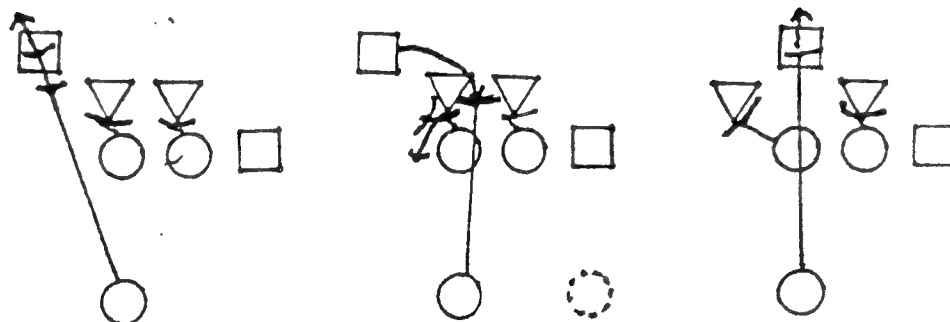
- 2.2 BUTT BLOCK: A Block used primarily with the 34-35 play, but will be applied to other plays!

TECHNIQUE: (Written in correlation with 24 & 25)

1. P.S.L.: Locate Will. He's your's all the way.
Your concentration point is the middle of the numbers!
2. APPROACH: Drive for the outside leg of your Tackle. Start with a lead step. Get your eyes on Will and be ready to adjust your course to his movement. Whenever possible go outside your Tackle to block him. This helps keep the hole wider for the ball carrier. If Will does go inside you must adjust and go in after him. If he's on the LOS be prepared to stay up on him. Keep the knees bent, head up and feet apart.
3. CONTACT: Your concentration point for contact is the middle of the lb's numbers. Butt him with your forehead and attempt to run through him. Don't choose a side! Knock him straight back. Hit on the rise and work your feet upon contact.
4. FINISH: Maintain a good base and keep your head up and feet moving. Block him straight back. It is a daylight running play so don't pick a side - just stay with him as long as possible.
5. C.P.: The most important fundamental is defining Will's movement on your first step.

COMMON FAULTS:

1. Failure to locate.
2. Poor approach.
3. No working feet upon contact.
4. Choosing a side.



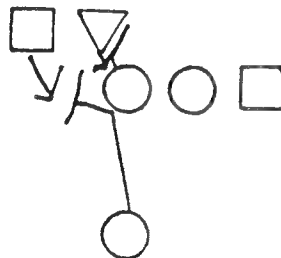
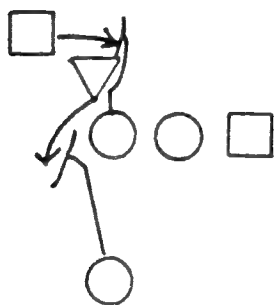
- 2.3 WALL BLOCK: A two offensive man combination block used primarily on the backside of a running play. The Back will block the outside of the area and the Tackle will usually be responsible for the inside of the area.

TECHNIQUE: Generally a Back and Tackle Tech.

1. P.S.L.: Locate the two men in your assigned area. Your P.S.L. may define which man will be yours.
2. APPROACH: Explode out of your stance by stepping with your inside foot at the inside leg of the Offensive Tackle. While on your approach, real the charge of the two people in your area. Continue on your course. Keep the knees bent, head up and feet apart. C.P. If your man takes a hard outside, continue upfield to the next man.
3. CONTACT: Make contact with your outside shoulder on any man that crosses your path. Put your outside shoulder through the inside hip of the defender. Hit on the rise and work your feet upon contact.
4. FINISH: Maintain a good base and keep your head up and feet moving. Don't allow the man to escape to your inside. You may use cut Tech.
5. C.P.: Be prepared to block as soon as you leave your stance.

COMMON FAULTS:

1. Approaching at a poor angle.
2. Not being ready to block.
3. Not sprinting through the area.
4. Allowing an inside escape.



- 2.4 BOB BLOCK: For definition purposes BOB means Back on a Backer, but there will be times when Bob encompasses a down lineman. The BOB Block is used in connection with 6 & 7 Power, and 8 & 9 Sweep plays. By rule it usually means you will be blocking a man lined up on the TE!

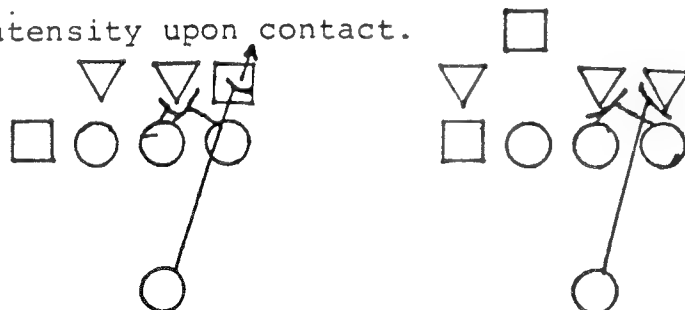
TECHNIQUE: The technique is dependent upon the Point of Attack.

SIX & SEVEN HOLE BOB BLOCK (Cylinder Approach) (Kick out Block)

1. P.S.L.: Locate your assignment - usually the Stub LB'er. Your concentration point is the outer part of the inside number.
2. APPROACH: Explode out of your stance by stepping with the near foot just outside the man. Your second step should be just inside him. If these two steps are executed properly, you will be headed right down the middle of the man. Continue straight at him but while on your approach, be ready to adjust to his movement. Anticipate him closing! Keep the knees bent, your head up and feet apart. (Angle of approach makes it a kick out block).
3. CONTACT: Your concentration point for contact is the outer part of the near number. Butt him with your forehead and attempt to run through him. Hit on the rise and keep your feet moving upon contact.
4. FINISH: Maintain a good base and keep your head up and feet moving. If you get a stalemate, run up through the man, pulling yourself out of the hole. Stay on him and keep your feet.
5. C.P.: If the man is going to escape, make sure it is to your outside. (A slow escape).

COMMON FAULTS:

1. Approaching at a poor angle.
2. Stopping your feet upon contact.
3. Not alert for the movement of the defensive man.
4. Lack of intensity upon contact.



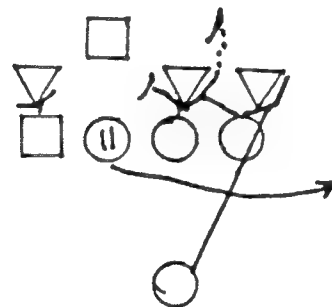
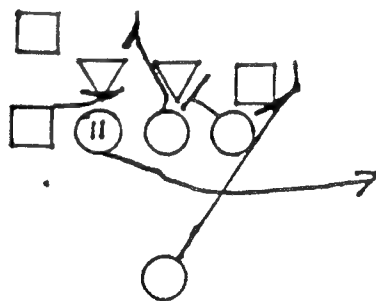
- 2.5 BOB BLOCK - BOB BLOCK - Back on Backer - 8 & 9 Hole;
This block is used primarily with a Sweep on the Stub
LB'er or DE.

TECHNIQUE: Hook Block all the way!

1. P.S.L.: Locate your assignment - usually a Stub LB'er but could be a DE. Your concentration point is the man's far hip.
2. APPROACH: Explode out of your stance by stepping with your near foot at a point approximately 1 foot outside your assignment. Sprint for this point always attempting to get there even if he moves out. Be alert to cut him early if he attempts to go under you. Keep your knees bent, head up and feet apart.
3. CONTACT: Your concentration point for contact is the man's outside. Continue on your approach attempting to drive your head on past the man. Make contact by getting your head through his outside number. Strike off your outside leg. This helps you get going upfield. Hit on the rise and keep your feet moving.
4. FINISH: Maintain a good base and keep your head up and feet moving. Attempt to end up going straight upfield.
5. C.P.: Since you are going for a hook all the way, make sure you don't let him get under you.

COMMON FAULTS:

1. Not getting to the man quick enough.
2. Approaching too flat or too wide.
3. Leaving your feet too soon.
4. Not finishing headed upfield.



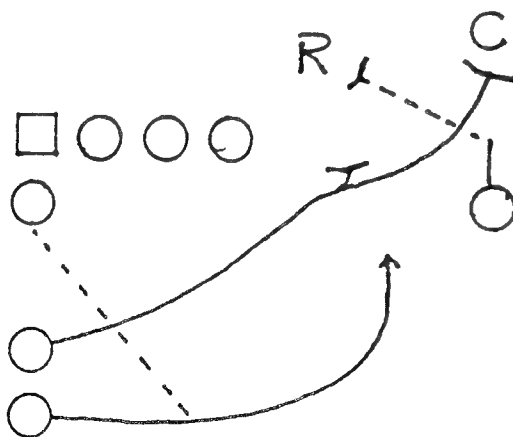
- 2.6 BOSS BLOCK: An open field used to block specific 8 & 9 hole runs. The term track tells the back to run a specific course to the point of attack and block the first man that crosses his face. Track infers a hook technique all the way.

TECHNIQUE:

1. P.S.L.: Check the perimeter of the defense for any preliminary definition of containment.
2. APPROACH: Explode out of your stance by taking a lead step parallel to the L.O.S. in the direction of the play. Start parallel and gradually gain ground as you move away from the formation. As you clear the formation, check the contain and get on a 45° course for the sideline. You are going for a hook all the way. Don't go to a man, force him to come through you to get to the ball carrier.
3. CONTACT: Once a man commits to you, execute a running butt block through the numbers. Keep your feet. You can actually make a good play without making contact if the man wants to run to the sideline with you.
4. FINISH: Run through the man's numbers. Take him to the sideline if he wants to go. The Back will turn up under you. Don't stop until the whistle blows.
5. C.P.: Think in terms of stretching the corner.

COMMON FAULTS:

1. Gaining ground too soon.
2. Not staying on the track.
3. Leaving your feet to block.
4. Not thinking in terms of stretching the corner.



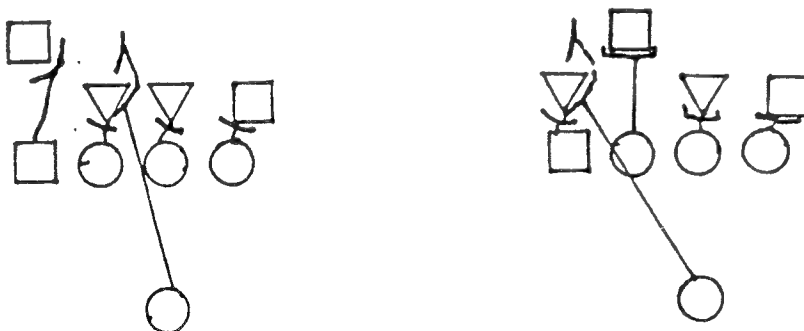
- 2.7 LEAD BLOCK: The Lead Block is either a "clean up" block on a man coming off another block or a block on a LB'er at the P.O.A. The Back will lead through the hole called.

TECHNIQUE:

1. P.S.L.: Check the defense at the P.O.A. Try to anticipate what your block is going to be.
2. APPROACH: Explode out of your stance with a lead step, driving for the inside point of the hole called. While on your approach, read the defense all the way. Stay tight to the inside of the hole and only leave this course if the hole is clean and the LB'er appears from the outside. Your first thought is to seal inside the hole, either on a down lineman or LB'er coming from the inside out.
3. CONTACT: Your concentration point is outside foot of the lineman at the P.O.A., not on an individual man. If a lineman comes off the lineman inside the hole, block him by putting your inside shoulder on his inside hip. Hit on the rise and work your feet on contact. If the hole is clean and a LB'er appears, execute a Butt Block through the numbers. Vs. Bubble you may help Center.
4. FINISH: Maintaining a good base is important on both blocks. Keep your head up and feet moving. The one thing you don't want to happen is to get stuffed in the hole.
5. C.P.: The most important point is to read on the move. Don't wait for something to happen. On a weak lead draw your concentration is LB'er all the way.

COMMON FAULTS:

1. Not reading the defense properly.
2. Not tight enough to the inside of the P.O.A.
3. Not hitting with authority, therefore, getting stuffed.
4. Choosing a side on a LB'er.
5. On a lead draw - giving away the inside you already have!



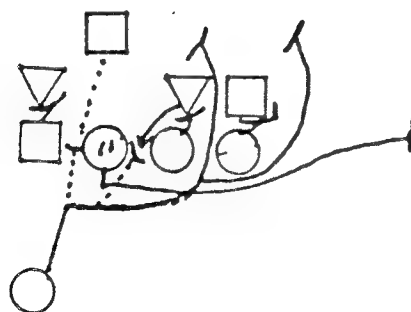
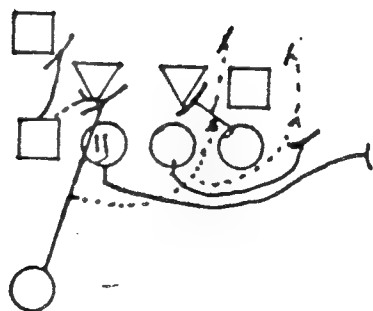
- 2.8 F BLOCK: The "F" block is either a Bim block on the onside defensive tackle or a Lead block on the Mac LB'er dependent upon the defensive front or the Center's block. Note: FB Should be alert vs. 70 front and for Fat Block Technique.

TECHNIQUE: (Written as an 8 & 9 hole play)

1. P.S.L: Locate your blocking assignment and listen for the Center's call in case he wants to change the blocking.
2. APPROACH: Explode out of your stance by taking a lead step at the outside foot of the onside guard. If there is no call and it is a 40 defense, Bim block the D.T. All Bim principles apply. If Even is called, go through on Mac and Lead block him. The only C.P. here is to go through the path of least resistance and anticipate Mac moving to the P.O.A. Keep your approach outside Mac. If A 70 front start up then get on Boss Path.
3. CONTACT: Blocking DT - Fundamental Bim Block. Blocking Mac: block him with your inside shoulder keeping your head between the man and the ball. Don't go to the ground unless Mac goes with you. If your assignment changes to a block, carry out all the fundamentals but don't get too close to the L.O.S. as you leave the formation.
4. FINISH: All base fundamental principles apply.
5. C.P.: Be alert for changes in defensive fronts and Center's call. When blocking Mac, anticipate him moving to the P.O.A. but not until you've made sure he is going to dog through the pulling guard area.

COMMON FAULTS:

1. Not recognizing the front and missing Center's call.
2. Poor approach on both the DT block and Mac block.
3. Not staying up on Mac.



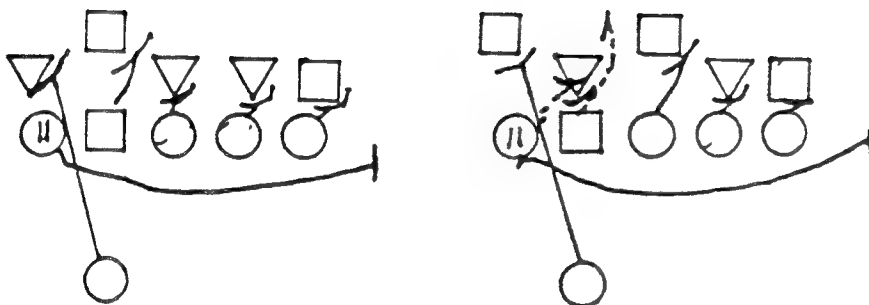
- 2.9 P BLOCK: The P block is either a Bim block on the offside DT or a Lead block on the LB'er. The offside guard is pulling. This is a fill block for the pulling guard.

TECHNIQUE:

1. P.S.L.: Check the defensive front and locate your assignment.
2. APPROACH: Explode out of your stance with a near foot step at the inside foot of the offside Guard. Stay to the inside of your area. You must clear the QB.
3. CONTACT: Bim block a down lineman with your outside shoulder to the DT's inside knee. Lead block a LB'er striking with your inside shoulder through the inside number.
4. FINISH: All base fundamentals apply.
5. C.P.: Don't allow a man to escape across the formation. You must maintain a tight course through your area of responsibility.

COMMON FAULTS:

1. Poor approach.
2. Not staying tight inside.



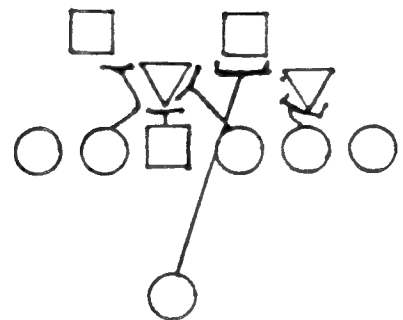
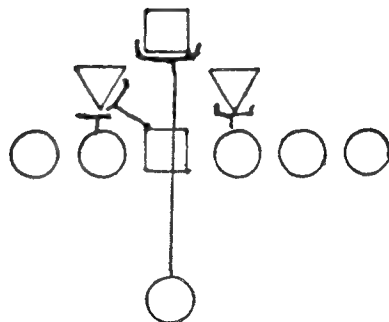
- 2.10 BAM BLOCK: The Bam Block is a type of block where we are Fan Blocking our line and Single Blocking our back on an inside backer, off the lead series. Also applies to Turn Play Blocking.

TECHNIQUE:

1. P.S.L: Check defense at P.O.A. to determine who your assignment is going to be.
2. APPROACH: Explode out of your stance with a lead step. Drive to hole called, while on your approach, read defense all the way. For best path to your assignment.
3. CONTACT: Your concentration point for contact is middle of the LB'ers numbers. Butt him with your forehead and attempt to run through him. Don't choose a side, take him straight back. Hit on the rise and work your feet upon contact.
4. FINISH: Maintain good base, keep your head up and feet moving. This is a daylight running play. Stay with him as long as possible.

COMMON FAULTS:

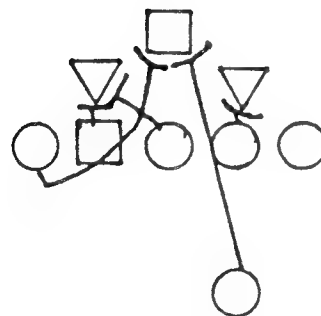
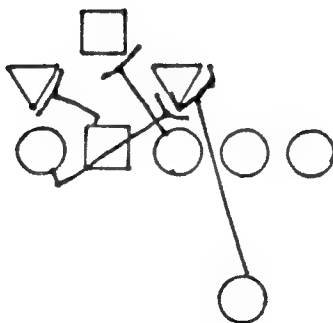
1. Failure to locate assignment.
2. Poor Approach.
3. No feet on contact.
4. Choosing a side.



- 2.11 WHAM BLOCK: The Wham Block is a block off the odd Trap Blocking scheme. With the near back and "O" guard, Doubling a man on or off L.O.S. in "G" Guard area. A Shoulder Block.

TECHNIQUE:

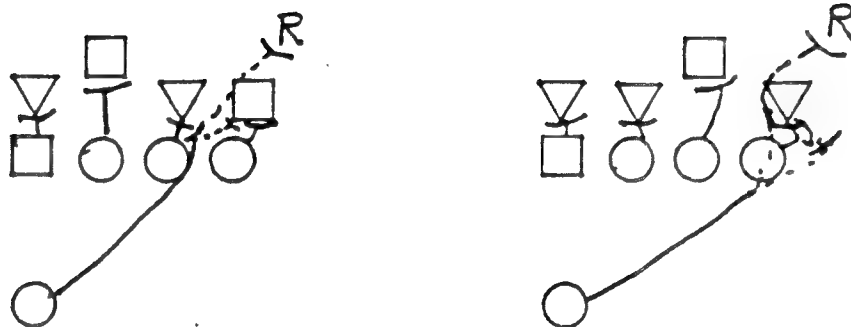
1. P.S.L: Check Defense at P.O.A. to determine who your assignment is going to be.
2. APPROACH: Explode out of stance. Lead step with near foot drive at outside let of "G" guard.
3. CONTACT: Your contact point is outside thigh of man, leaving inside thigh for trapping guard. Contact point is same for Down Lineman or Linebacker, hit on the rise, keep feet moving.
4. FINISH: Maintain good base. Keep feet moving. Stay with him as long as possible.



2.12 CLEAN BLOCK: The clean block is one commonly used in conjunction with the 6 & 7 Hole plays. The Clean-up of a man coming off another block or a block on a S/S or CB at the P.O.A. Back will lead through hole called.

TECHNIQUE:

1. P.S.L: Check defense at P.O.A., try to anticipate what your block is going to be.
2. APPROACH: Explode out of your stance with a lead step, driving for the inside point of the hole called. While on your approach, read the defense all the way. Your first thought is to secure the hole on a down lineman or lead through DR around for a secondary Back, alert for Stub Dog inside. Go outside, block 1st show.
3. CONTACT: Your concentration point is the man over your Tackle N/T man over your TE. Read his charge use Bim block technique on a down lineman. If the hole is clear and a secondary person appears, execute a Butt block through the number.
4. FINISH: Maintaining a good base is important on both blocks. Keep your head up and feet moving. Do not get stuffed in hole.
5. C.P.: The most important point is to read on the move. Don't wait for something to happen.



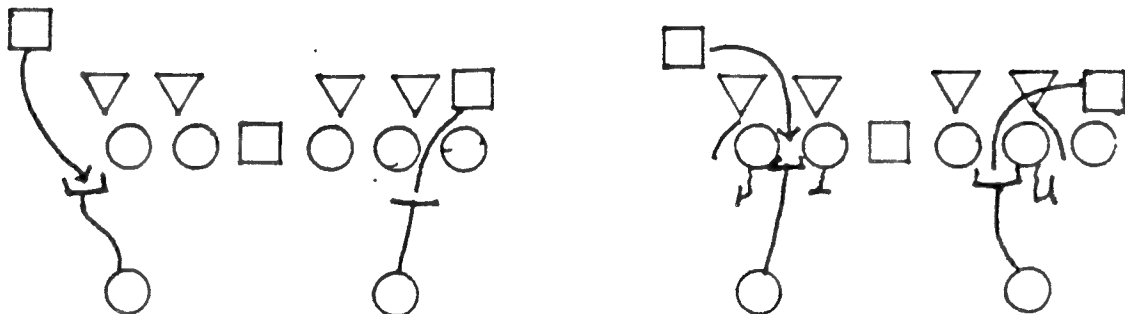
PASS BUTT BLOCK: This block is the base block used by a back to block a LB'er in the dropback passing game. It amounts to a Butt Block.

TECHNIQUE:

1. P.S.L.: Locate your LB'er and maintain vision on him. If he drops off now your concentration changes to either an assigned area or person!
2. APPROACH: Set quickly by stepping with your near foot at the man, focusing all your attention on the LB'er. If he is dogging, meet him as close to the L.O.S. as possible. Your approach should be right down the middle of the man. Keep your knees bent, head up and feet apart!
3. CONTACT: Strike the man through the numbers with the forehead and simultaneously with the heel of the hands. Ideally the hands should go right through the man's lower chest area. Hit on the rise driving your helmet up under the man's chin. Keep your feet moving upon contact.
4. FINISH: Keep your head up and feet moving. Don't stop because you are blocking for the passing game. With exact execution of these techniques you can put a man on his back if you will finish your block.
5. C.P.: Get your eyes on the man as soon as possible. If he's dogging go to meet him. Constrict the area he has to move in by meeting him up in the hole. Don't flinch.

COMMON FAULTS:

1. Not locating the LB'er on 1st step.
2. Failure to go meet the man.
3. Not hitting on the rise.
4. Not striking through the numbers.
5. Over-extending.



MASTER LIST OF RUNS

0-1 HOLE AND BLOCKING SCHEMES

BROWN - 20F & 21F
BROWN - SLANT 20 & 21
BROWN - PLUNGE 30-31
BROWN - DIVIDE 30-31
I - LEAD 20 & 21 TURN
I - LEAD 20 & 21 EAM
RED-PITCH 20-1 GT & TOSS 20

6-7 HOLE AND BLOCKING SCHEMES

I & BROWN - 36X-37G
I - PLUNGE 26-27-O (WK)
I - PLUNGE - 26-27-0 (SS
I - 26-27 CLEAN
I - RED - TOSS 27-26 POWER-O
I & RED - 26-27 POWER-O-OUTSIDE
RED - 36-37 BIM-O
RED - 26-27G

2-3 HOLE AND BLOCKING SCHEMES

BROWN - P 32-33
RED - TOSS 32-33 (WK)
RED - PITCH 22-23
RED - 22-23 WHAM

8-9 HOLE AND BLOCKING SCHEMES

RED - 28-29 BOB SWEEP
BROWN - TOSS & SLANT 38 & 39
I - VEER 28-29
I - 28-29 TOSS
FLANK - TOSS 38-39-TG

4-5 HOLE AND BLOCKING SCHEMES

BROWN - SLANT 34-35
BROWN - 34-35M
BROWN & RED - DIVIDE 34-25 HAND-BACK
BROWN - JAB 34-35
BROWN - PLUNGE 34-35 TRAP
GREEN & RED - LEAD 24-35M
I - COUNTER 24-25 LEAD
RED - 34-24 (DIVE)
RED - 34-35 TRAP (WK)
RED - 34-35 COUNTER

MASTER LIST OF GOALLINE - SY

RUNS

POWER RED-RT - QB WEDGE AT 04
POWER RED-RT - SHORT PEEL - PITCH-33-ZAP
POWER RED-RT - 24-PITCH-TRAP-TI
POWER-RED-RT-28-G-BLAST
POWER-BROWN-RT (PEEL)-31-PLUNGE (ALSO G-T-I FOLD)
POWER-BROWN RT (PEEL)-32-PLUNGE
POWER-BROWN RT-28-F-BLAST
POWER-BROWN RT-39 BOSS (39 TOSS)
POWER-GREEN-RT-34 M-LEAD
POWER-I-RT-27 BOSS
POWER-I-RT-28 BOSS

PASSES

POWER-BROWN-RT-PASS 37-704 ARROW
POWER-BROWN-RT-PEEL-PASS 37-704 ARROW
POWER-BROWN-RT-PEEL-PASS 26-072 ARROW
POWER-GREEN-LF-PEEL-PASS 26-704 ARROW
POWER-GREEN-LF-PASS 26-704-ARROW
POWER-GREEN-LF-PEEL-PASS 37-072 ARROW
POWER-RED-LF-PASS 26-704 ARROW
POWER-RED-RT-PEEL-PASS 26-072 ARROW
POWER-RED-RT-PEEL-PASS 27-072 ARROW
POWER-RED-RT-PASS 21 BOOT-704
POWER-RT-ZIP-PASS 36-072 ARROW
POWER-RT-ZIP-PASS 36-018 HOOK
POWER-RED-RT-PASS 26-ZERO 88-ARROW
BROWN-RT-OPPOSITE-S.P. 28-088-B-CROSS
TREY-LF-MOTION-PASS 36-072 ARROW
POWER GREEN LF-PASS 37-018 SWING (016SWG)
TWIN-RT-TOM-QUICK 989-B-UP
TREY-LF-ZIP-QUICK KEY-OH-49-A-FKAE DELAY

MASTER LIST OF PLAY PASSES

I. PLAY PASS

1. P. 30 DRIVE 208
2. P. 30 DRIVE 708
3. P. 30 DRIVE 2 POP 2
4. P. 30 DRIVE 208 Z POST

II. PLAY ACTION PASSES

1. S.P. 24/25 824 DIAGONAL
2. S.P. 24/25 428
3. S.P. 24/25 699
4. S.P. 24/25 794
5. S.P. 24/25 989 B SNEAK - OH
6. S.P. 34/35 904 A SHOOT

III. SPRINT

1. SPRINT AT 8 OR 9 453 B ARROW

IV. BOOTLEG

1. BOOT AT 8 OR 9 924 (624 X GO)

V. DASH

1. DASH AT 8 OR 9 436
2. DASH AT 8 OR 9 ZERO 47
3. DASH AT 8 OR 9 072 FAKE DELAY
4. DASH AT 8 OR 9 087
5. DASH AT 8 OR 9 402 B FLAG - FAKE DELAY
6. DASH AT 8 OR 9 472 Z FAKE DELAY
7. DASH AT 8 OR 9 472 X FAKE DELAY

MASTER LIST OF SCREENS

- I. ROSE AND LILLY
 - 1. ZERO 73
 - 2. 3 ZERO 6
 - 3. 286
 - 4. 666
 - 5. 626
 - 6. 633
- II. LO AND HI ROSE OR LILLY
 - 1. 3
 - 2. 6 STOP
 - 3. 6 HOOK
 - 4. 7 A ANGLE
 - 5. 9
 - 6. 9 X DELAY
 - 7. 33 A STOP
 - 8. 76 A STOP
- III. FLARE SCREENS
 - 1. FLARE SCREEN TO A
 - 2. FLARE SCREEN TO B
 - 3. LO/HI SCREEN TO B
 - 4. LO/HI SCREEN TO Y
- IV. QUICK SCREENS
 - 1. LO/HI ZIP SCREEN
 - 2. FAKE 20/21 Q. SCREEN TO X
 - 3. FAKE 24/25 Q. SCREEN TO Z
- V. PLAY SCREENS
 - 1. F. 28/29 SCREEN TO Y
 - 2. DASH SCREEN TO A

MASTER LIST OF DROP BACK PASSES

- I. MAX
1. 989
 2. 909
 3. 989 PULL UP
- II. QUICK
1. 101
 2. 212 A ARROW-UP
 3. 606
- III. FIRM
1. 363 STOP
 2. 989
 3. 906 A POST
- IV. FLARE
1. 272 UP-X-Z DELAY (FAKE DELAY)
 2. 438 A WIDE-SNEAK
 3. 495 A ANGLE-STOP
 4. 499 A WIDE OH (Y CHECK 2)
 5. 525 UP-Y DELAY
 6. 555
 7. 585
 8. 666
 9. 787 WIDE
 10. 814 B ALLEY-WIDE
 11. 844 A IN-WHEEL
 12. 989 B CROSS-SNEAK
- V. R OR L
1. ZERO 88
 2. 400
 3. 428 B CHECK
 4. 970
- VI. KEY
1. ZERO 44 B SHOOT
 2. F. ZERO 44 A SHOOT
 3. 099 A FAKE DELAY
 4. 209 UP X DELAY (FAKE DELAY)
 5. 499 A G.O.
 6. 4 ZERO 8 A SHOOT
 7. 718 A WIDE
 8. 772 A POST
 9. 8 FAKE ZERO 4 B SHOOT
 10. 972 Z DELAY (FKAE DELAY)
 11. 929 B CROSS-TRAIL
- VII. SCOT
1. ZERO 33 B WIDE
 2. 272 UP-X-Z DELAY (FAKE DELAY)
 3. 368
 4. 372
 5. 370
 6. 390
 7. 399 Y GO
 8. 372 UP-B-X DELAY
 9. 438 B DELAY-UP
 10. 439 B ARROW
 11. 4 ZERO 8 B WIDE
 12. 55 PICKS
 13. 55 FAKE PICKS
 14. 525 UP-Y-DELAY
 15. 633 B UP
 16. 637 B UP (Y G.O.)
 17. 636 B ARROW
 18. 686 B FAKE DELAY
 19. FIRM 666
 20. 737 B UP (Y G.O.)
 21. 787 B WIDE
 22. 844 B WIDE
 23. 834 B CENTER
 24. 979 B FAKE DELAY
 25. 972 FAKE DELAY
- VIII. LO/HI
1. 7 A DELAY-UP
 2. 614 ALLEY
 3. 617 ALLEY
 4. 618 ALLEY
 5. QUICK 606
 6. FIRM 603 A ARROW-UP
- IX. LUCKY OR RICKY
1. ZERO 94 B FLAG
 2. 4 ZERO 8 A SNEAK
 3. 772 B DELAY
 4. 973 B CENTER

MASTER LIST OF DRAWS

1. 21 AND 30 QUICK DRAW
2. 24 AND 25 LAG DRAW
3. 34 AND 35 LEAD DRAW
4. STATUE AT 8 OR 9

MASTER LIST OF SPECIALS

1. WEAK SIDE REVERSE
2. STRONG SIDE REVERSE
3. DASH SCREEN TO A
4. FAKE 28/29 BOB-SCREEN TO Y
5. FAKE 24 OR 25 LEAD - QB KEEP
6. FAKE 34 OR 35 FLEA FLICKER

RED RIGHT

		Pit 21 GT				
		Toss 20				
	35 Tp	22 WH	D 34 HB	26 PO Out		
	25	Pit 22	34	26 G		
37 Bim O	35 CO	T33	L 24 M	26 PO		28 Bob Swp

(X)	○	○	□	○	○	(Y)
			○			

Quick 101			(Z)
Quick 606			
Firm 363 Stop			
Firm 989	(A)	(B)	
Flare 272 Up-X-Z Delay			Flare 525 Up-Y Delay
Flare 438 A Wide-Sneak			Flare 495 A Angle-Stop
Key 748 A-Wide			Flare 989 B Cross-Sneak
626 Lilly			Flare 844 A In-Wheel
3 Zero 6 Lilly			Flare 787 Wide
Flare Screens			Flare 666
F. 28 Sc. to Y			Flare 555
			666 Rose
			633 Rose
			L. Zero 88
			Sprint @ 8-453
			R. 428 B Chec

RED RIGHT PAIR

		Pit 21 GT				
		Toss 20	D 34 HB	26 PO Out		
	35 Tp	22 WH	34	26 G		
	25	Pit 22	L 24 M	26 PO		
35 Co		T33				

(X)	○	○	□	○	○	(Y)
			○			

			(Z)
(A)		(3)	

RED RIGHT OPPOSITE

		Pit 21 GT				
		Toss 20	D 34 HB	26 PO Out		
	35 Tp	22 WH	34	26 G		
	25	Pit 22	L 24 M	26 PO		
35 Co						

37 Bim O		T33				
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(X)	○	○	□	○	○	(Y)
			○			

			(Z)
(A)		(B)	

Q. 111			Flare 844 Wide
Q. 066			Flare 272 Up X-Y Delay
R Zero 38			Scot 368
Key 555 A Wide			S.P. 28-794
666 Lilly			
633 Lilly			
Zero 73 Lilly			
286 Lilly			

		T 26 PO	
		266L	
		P 26	
P 27-O	L20 Tn	36G 28 Veer	
C025R	L20 Bam	36X 28 Toss	
○	○ ○ □ ○ ○ ○		
Q 101	○	Firm 989	○
R 428 B Check		Fl. 555	
L Zero 88	○	633 Rose	
626 Lilly	○	666 Rose	
S.P. 25-699	○	S.P. 24-824 Dia.	
S.P. 25 Waq. 433		S.P. 24-628	

27 CL L 20 TN T 27 PO
P 27 L 20 Bam 26 CL 28 Toss
 P 26 28 Veer

○ ○ ○ □ ○ ○ ○
 ○
 ○
 ○

○

P 27-O L 20 Bam T 26 PO
 CO 25 R L 20 Tn 26 CL 28 Toss
 P 26 28 Veer

S.P. 24-794

286 Lilly
 666 Lilly
 Zero 73 Lilly
 Q. 111

BROWN RIGHT

		D 30	
		P 30	
		L 20 Bam	34 J
	P 35 T	L 20 Tn	34 M
S 39	D 25 HB	S 20	36 G
Toss 39	S 35	20 F P 32	36 X



Q. 101
Q. 606
Key 748 A Wide
Flare 438 A Wide-Sneak
626 Lilly
S.P. 35-699
P. 30 Drive 208
S.P. 35 428
Flare 555

L. Zero 88
Flare 814 B Alley-Wide
Firm 989
Flare 989 B Cross/Sneak
633 Rose
666 Rose
S.P. 28-824 Dia.
S.P. 35 Wag. 433

BROWN RIGHT PAIR

		D 30	
		P 30	
		L 20 Bam	
		L 20 Tn	
36 G	P 35 T	520	34 J 36 G
36 X	D 25 HB	20 F P 32	34 M 36 X



BROWN RIGHT OPPOSITE

		D 30	
		P 30	
		L 20 Bm	
	P 35 T	L 20 Tn	34 J
S 39	D 25 HB	520	34 M 366
Toss 39	S 35	20 F P32	36X

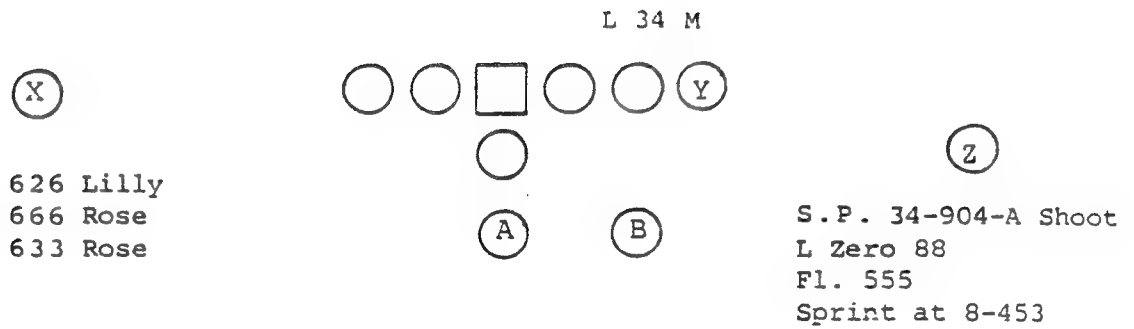


Key 553 A Wide
Quick # 111
Zero 73 Lilly
666 Lilly
633 Lilly

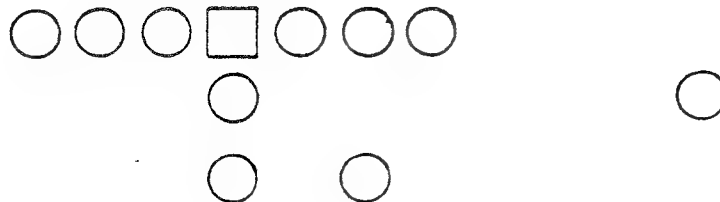
R Zero 88
S.P. 28 794
286 Lilly



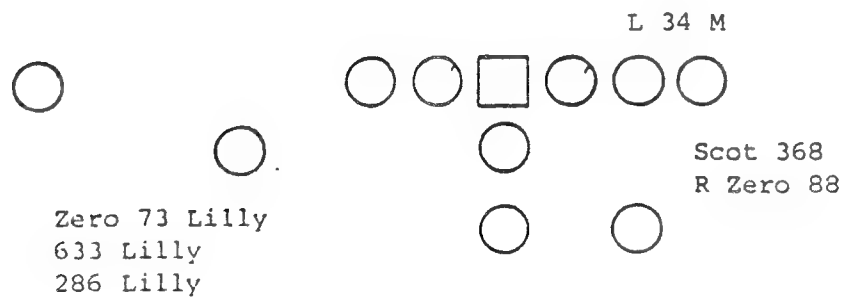
GREEN RIGHT



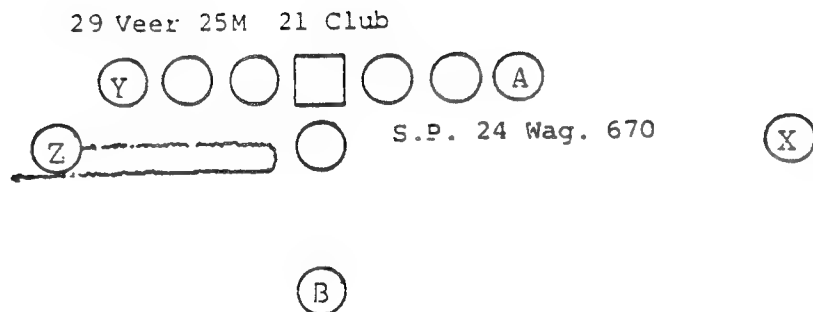
GREEN RIGHT PAIR



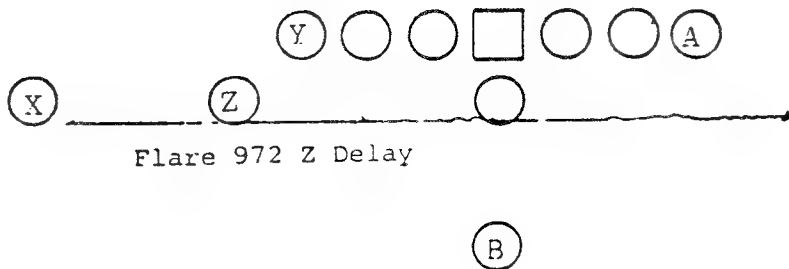
GREEN RIGHT OPPOSITE



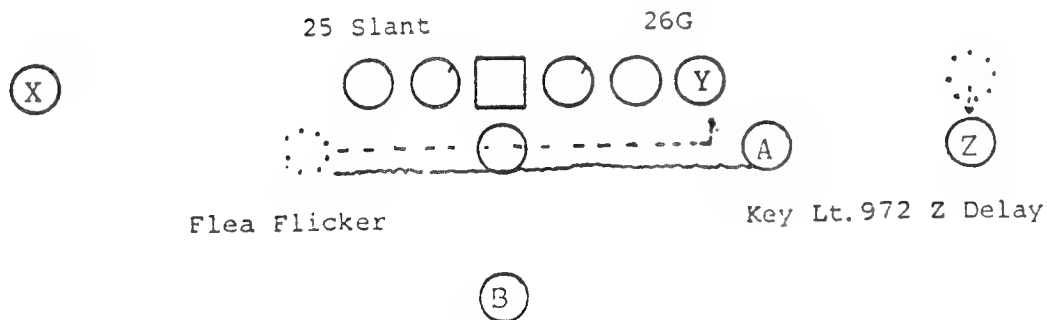
DEUCE LEFT FAKE ZOOM



DEUCE LEFT CLOSE ZOOM

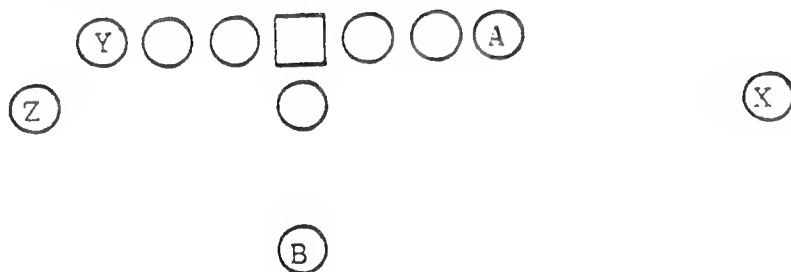


DEUCE RIGHT SHIFT JET



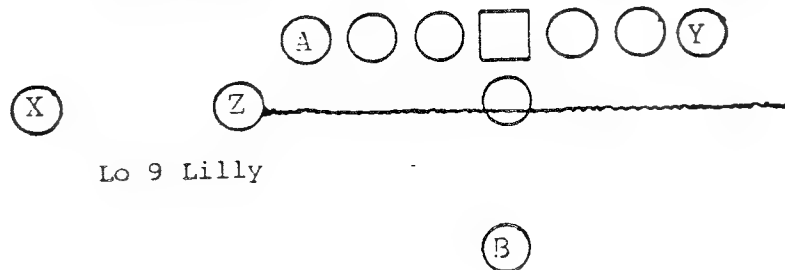
DEUCE LEFT CLOSE

29 Veer 27G 25M 23



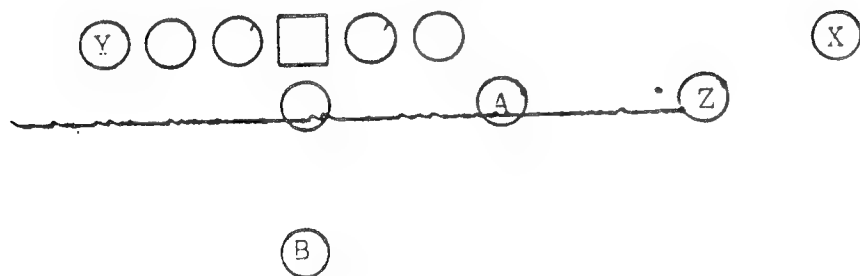
DEUCE RIGHT ZOOM

Statue at 9 25M 24 28 Veer



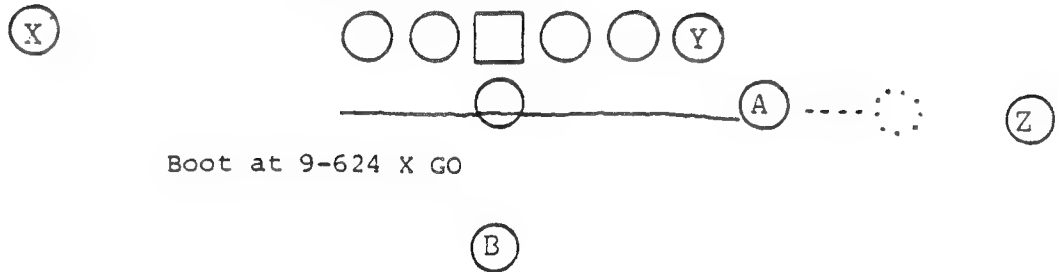
DEUCE LEFT ZOOM

29 Veer 21Q Draw 26 Slant

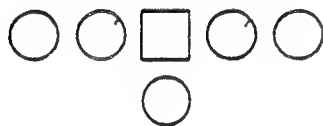
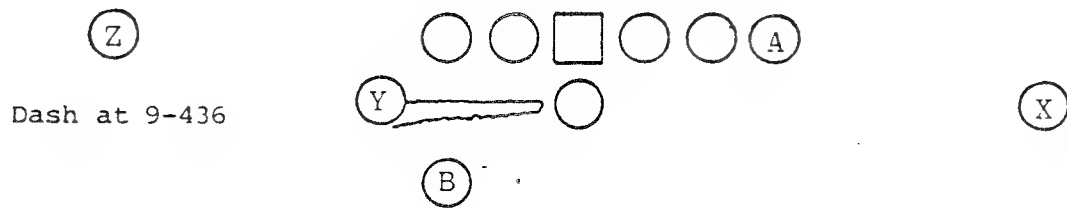


DEUCE RIGHT A SHIFT JET

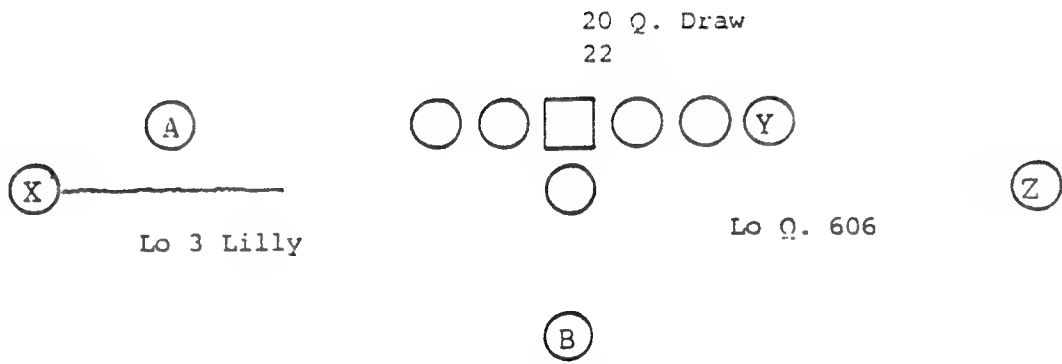
Fake 25 Reverse at 8



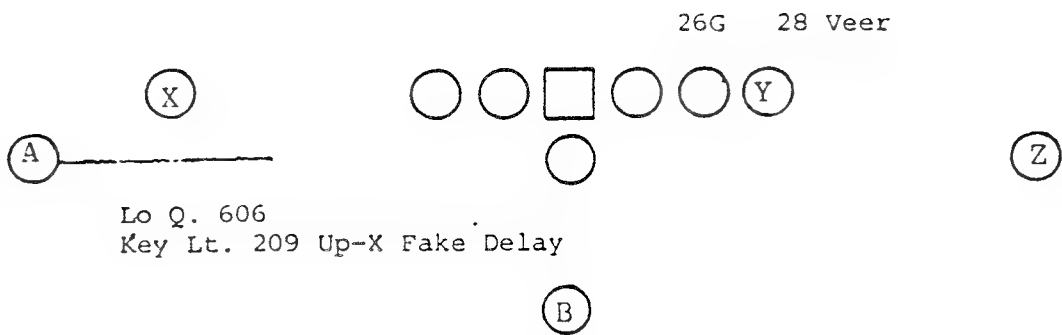
DEUCE LEFT FAKE TOM



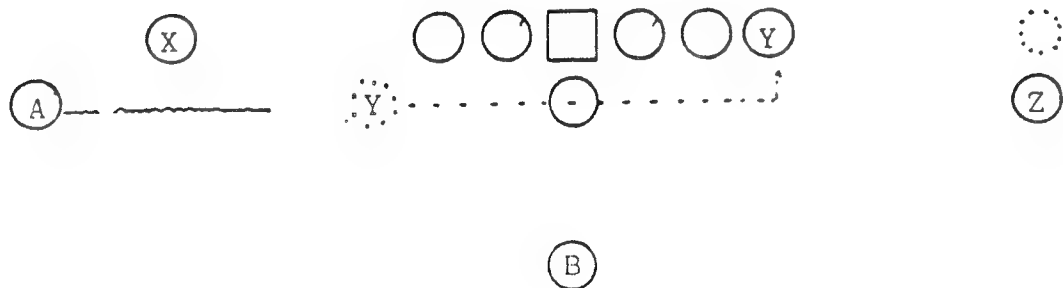
DART RIGHT



DIG RIGHT



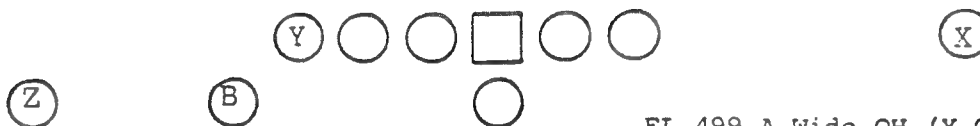
DIG RIGHT SHIFT



TWIN LEFT

Jab 29 BOB Sweep
29 TG 27G

F 25 B Rev. at 8
24 CT'ER



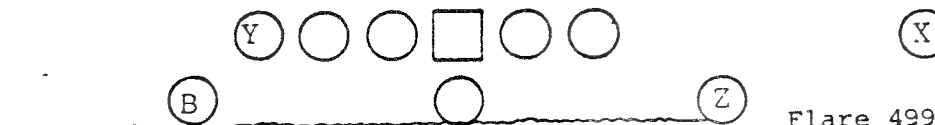
FL 499 A Wide OH (Y CK. SNEAK 2)

Scott Zero 33 B Wide (T.T.)
Flare 525 Up-Y Delay
929 B Cross-Trail
Scott 438 B Arrow (A)
Flare 989 B Cross/Sneak OH
Flare 787 Wide OH
Quick 606
Dash at 9-436

TWIN LEFT ZOOM

29 Veer

24 CT.ER



Scot 575 B Delay
Flare 787 Wide OH
Flare 989 B Cross/Sneak OH

Flare 499 A Wide OH
Flare Sc. Rt to A OH
Dash at 9 Sc. Rt to A
L 708 A Wide

TWIN RIGHT MOTION

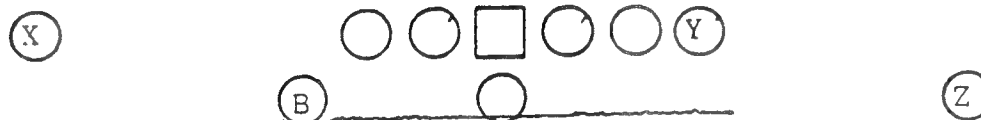
20 G.I. Fold

22 Joker

29 Veer

22 24

28 Bob Sweep

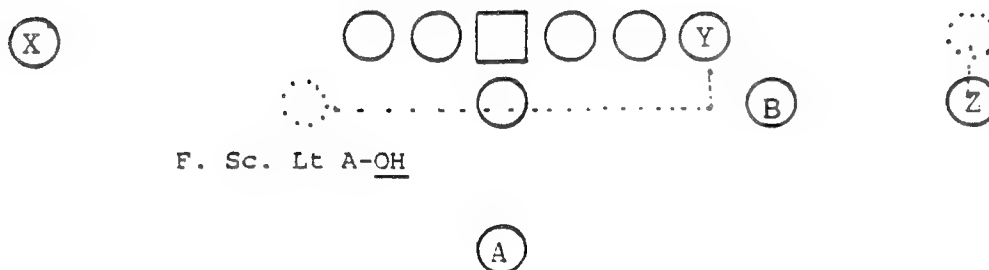


Fl. Sc. Lt A Back OH
S.P. 24 989 OH (B SNEAK)
Fl. 989 OH
Fl. 787 Wide OH
Scot 939 B Delay-Up
Scot 636 B Arrow
R708 A Wide
R909 A Post (T.T.)

Fl. 972-Z Delay OH
Fl. 972 F. Delay OH
Scot 979 B F. Delay
Scot 844 B Wide
Fl. 989 B Cross/Sneak OH
Scot 6 Fake Zero G B Center
Scot 525 Up-Y Delay
Dash at 8 472-Z Fake Delay
Scot 686 B F. Delay

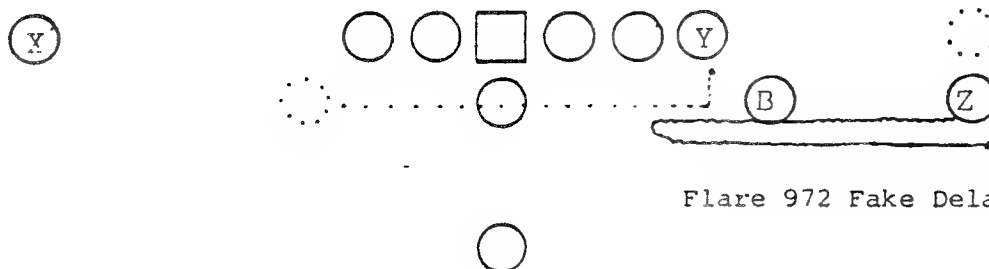
TWIN RIGHT SHIFT

F-24 B Rev. at 9

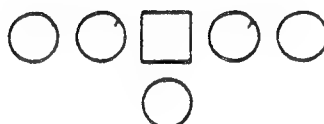


F. Sc. Lt A-OH

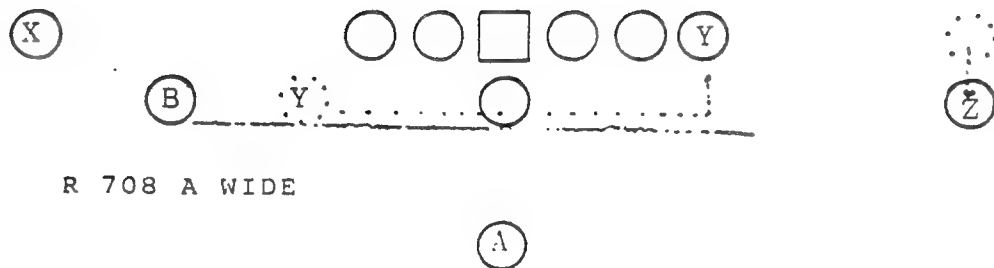
TWIN RIGHT SHIFT FAKE ZOOM



Flare 972 Fake Delay OH

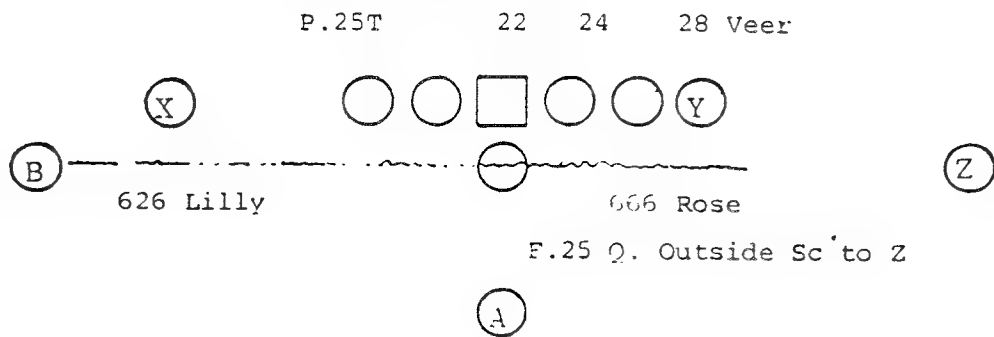


TWIN RIGHT SHIFT MOTION



R 708 A WIDE

TWIN RIGHT MOTION

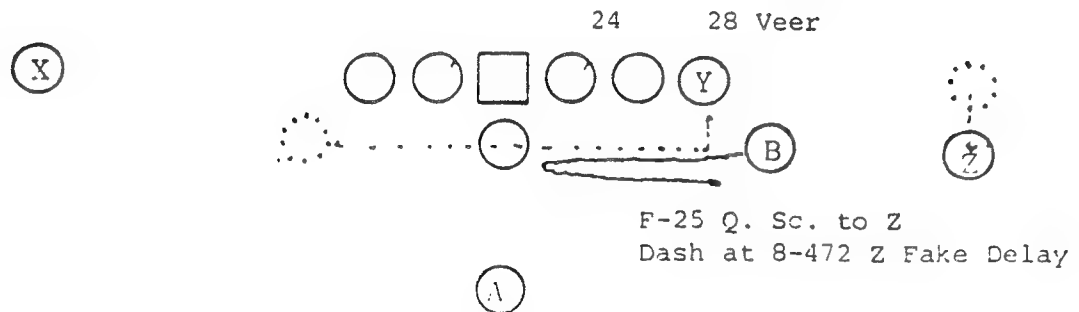


626 Lilly

666 Rose

F.25 Q. Outside Sc to Z

TWIN RIGHT SHIFT FAKE JET

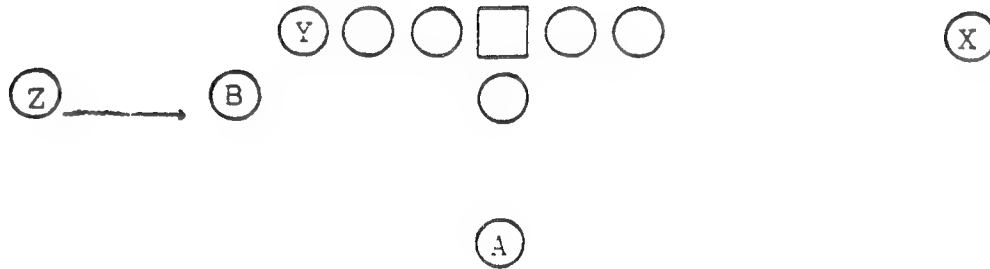


F-25 Q. Sc. to Z

Dash at 8-472 Z Fake Delay

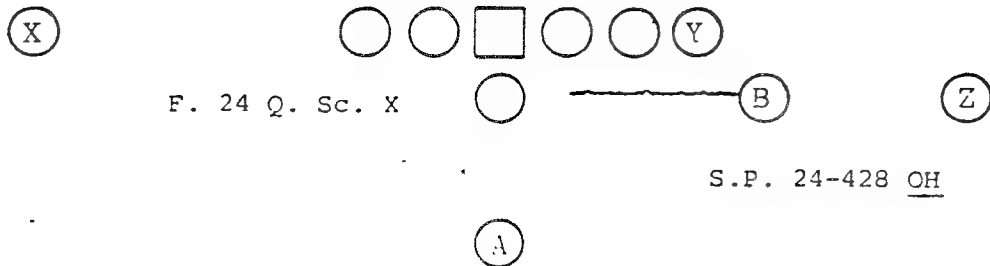
TWIN LEFT ZIN

29 T.G.

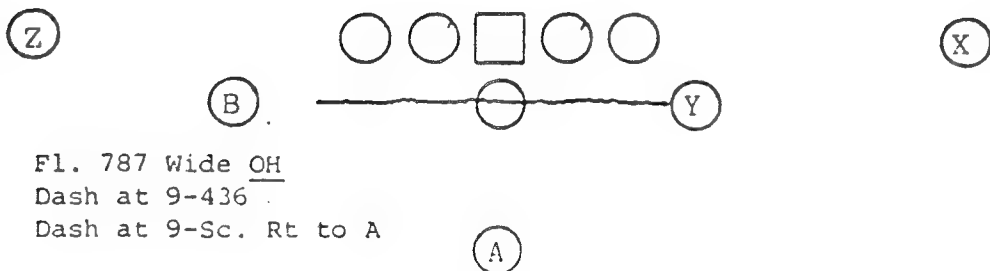


TWIN RIGHT SHORT JET

24 M Lead

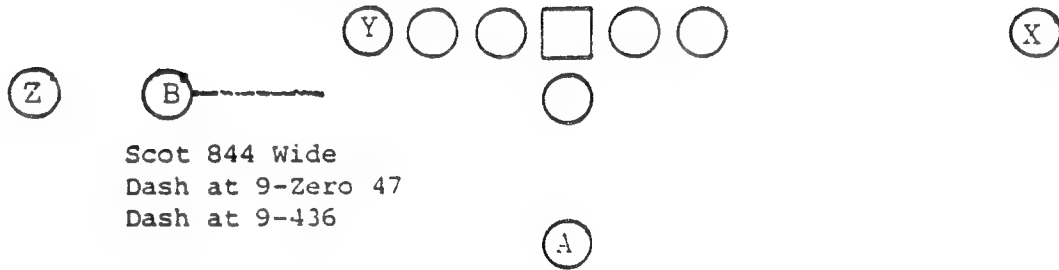


TWIN LEFT TOM



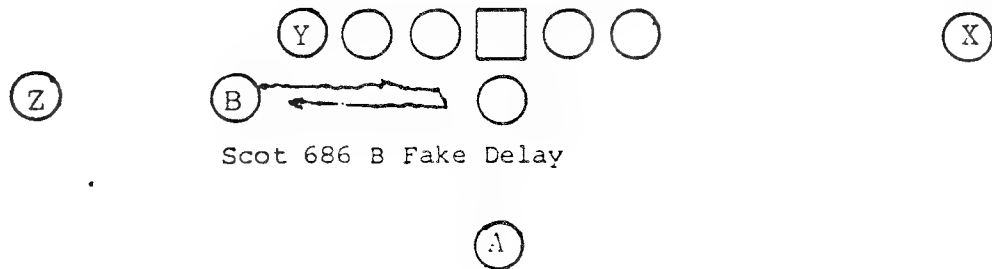
TWIN LEFT BIN

29 T.G. 25



Scot 844 Wide
Dash at 9-Zero 47
Dash at 9-436

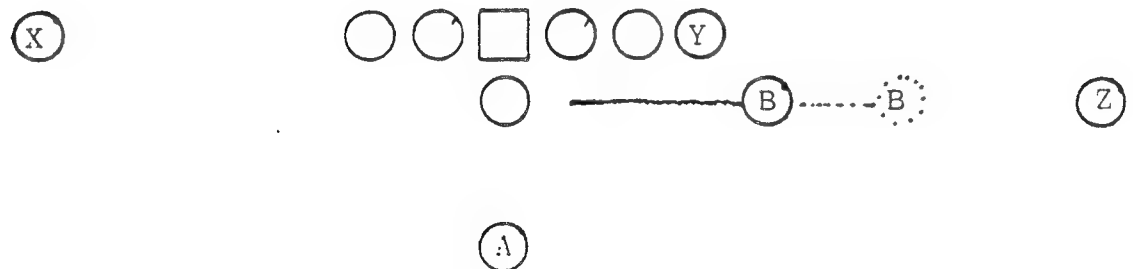
TWIN LEFT FAKE JET



Scot 686 B Fake Delay

TWIN RIGHT B SHIFT SHORT JET

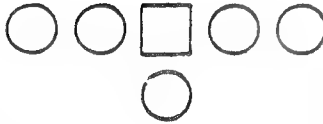
22 Sucker Wham
24 ML



TRIPS RIGHT

(X)

Key Lt. 748 Wide
Key Lt. 499 A G.O.
Key Lt. 772 A Post
Max 989
Max 989 P.U.
Fl. Sc. Lt. to A



(A)

(B)

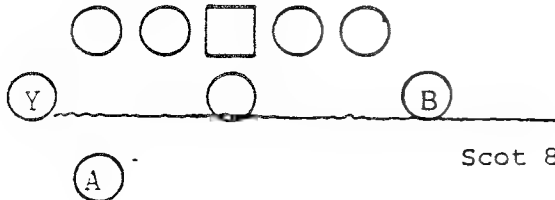
(Y)

(Z)

Scot 737 B Up (Y G.O.)
Scot 637 B Up (Y G.O.)
Scot 834 B Center
Fl. 787 Wide
Fl. 844 Wide
Fl. 989 B Cross-Sneak
Scot 633 B Up
Scot 272 Up X-Z Delay (Fake Delay)
Scot 55 Picks
Scot 55 Fake Pick
929 B Cross/Trail

TRIPS RIGHT TOM

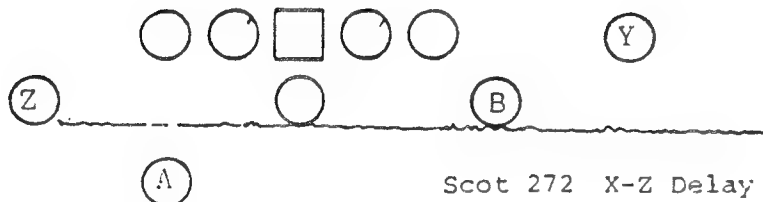
(X)



Scot 834

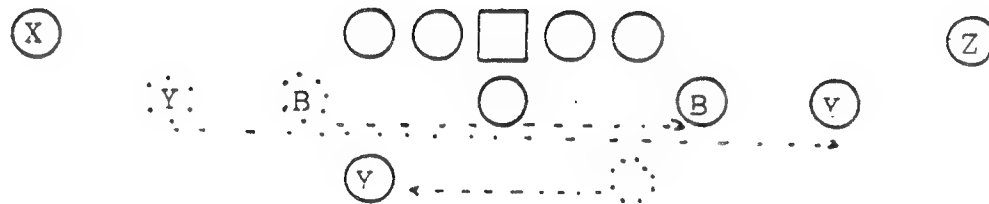
TRIPS RIGHT ZOOM

(X)



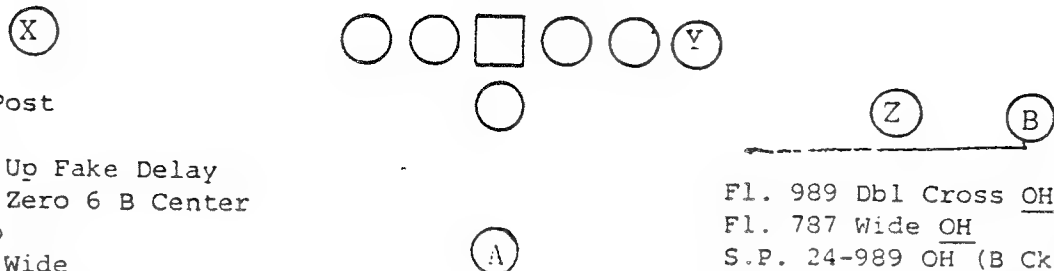
Scot 272 X-Z Delay

TRIPS RIGHT SHIFT



TROT RIGHT BIN

20 Q. Draw 28 T.G.

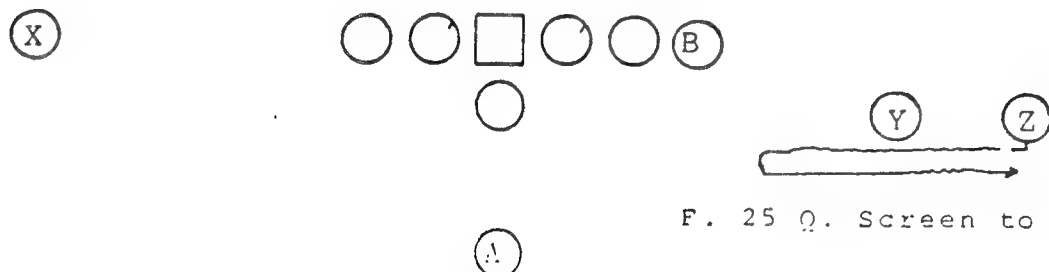


R 708 A Post
Max 909
Scot 525 Up Fake Delay
Scot 6 F Zero 6 B Center
R309 X Go
Scot 787 Wide
Fl. 499 A Wide OH(Y Ck. 2)

Fl. 989 Dbl Cross OH
Fl. 787 Wide OH
S.P. 24-989 OH (B Ck Cross)
Fl. 972 F. Delay OH
929 B Cross-Trail
Scot 939 B Delay-Up
Scot 636 F. Delay

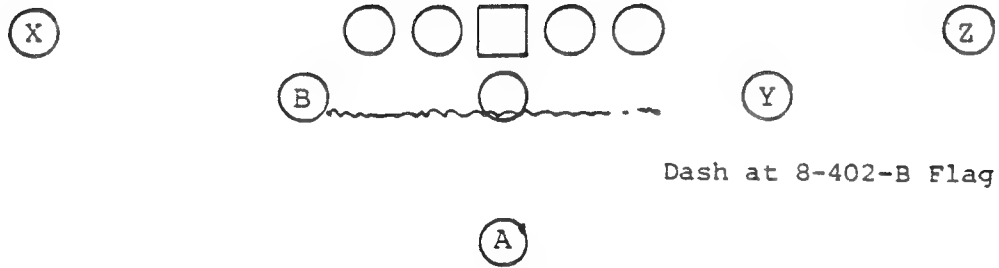
TROT RT FAKE BIN

20 G.T. Fold

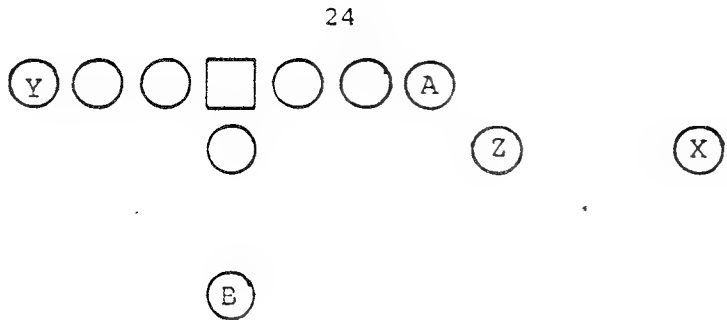


F. 25 Q. Screen to Z

TRIPS RIGHT MOTION



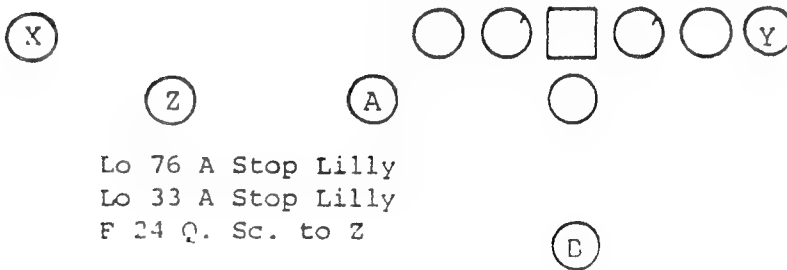
TREY LEFT



TREY RIGHT

Jab 24

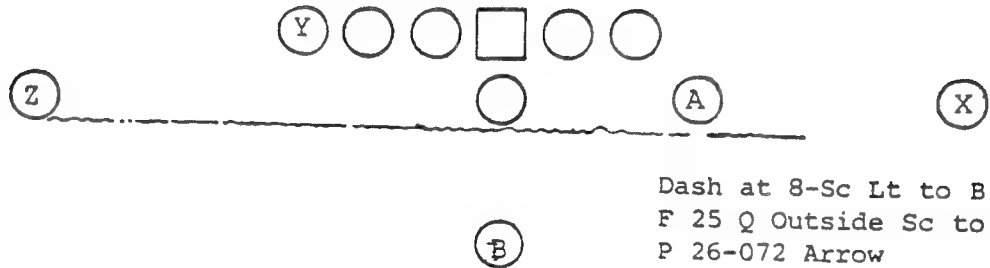
27 G 23 F 29 Z Rev 8
29 Veer 25 Sl 20 Club



Lo 76 A Stop Lilly
Lo 33 A Stop Lilly
F 24 Q. Sc. to Z

TREY LEFT ZOOM

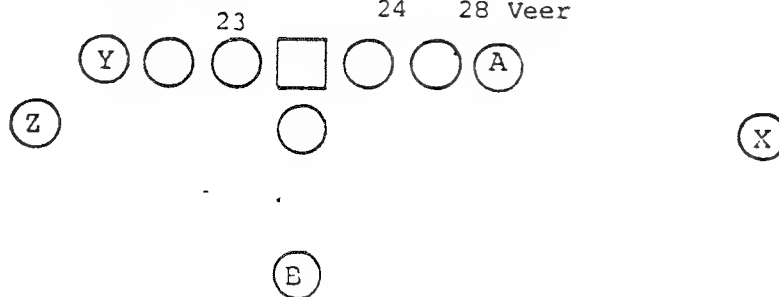
F 24-X Rev at 9



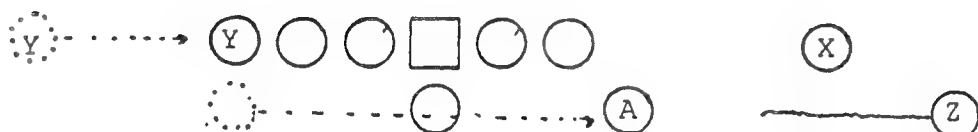
Dash at 8-Sc Lt to B
F 25 Q Outside Sc to Z
P 26-072 Arrow

TREY LEFT ZOOM

29 Veer
Jab 29 GO



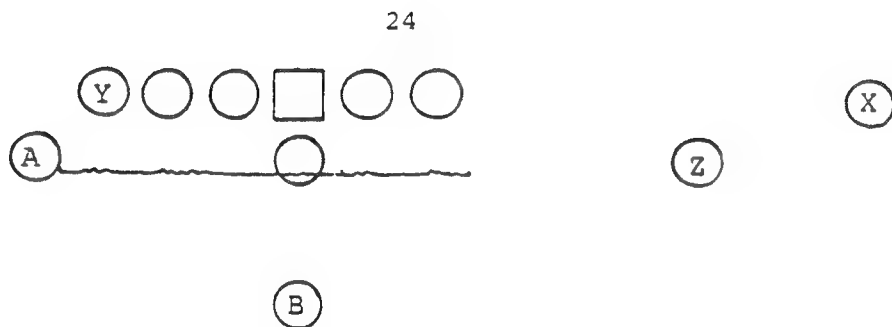
TREY LEFT SHIFT - ZIN



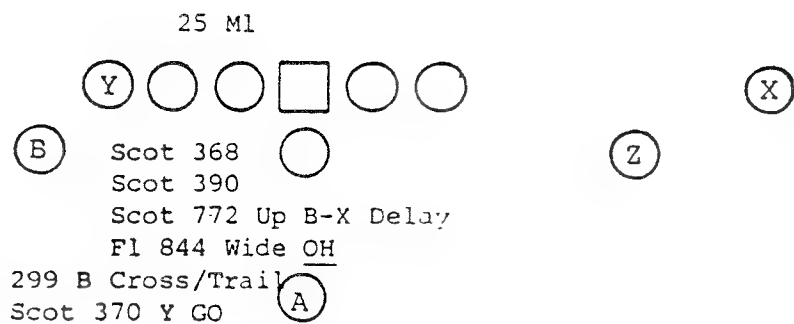
Key Right 099 A Fake Delay
Dash at 8-472 Fake Delay

B

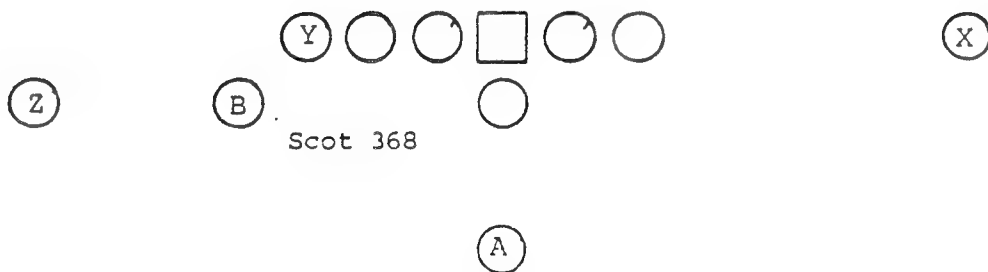
TREY LEFT MOTION



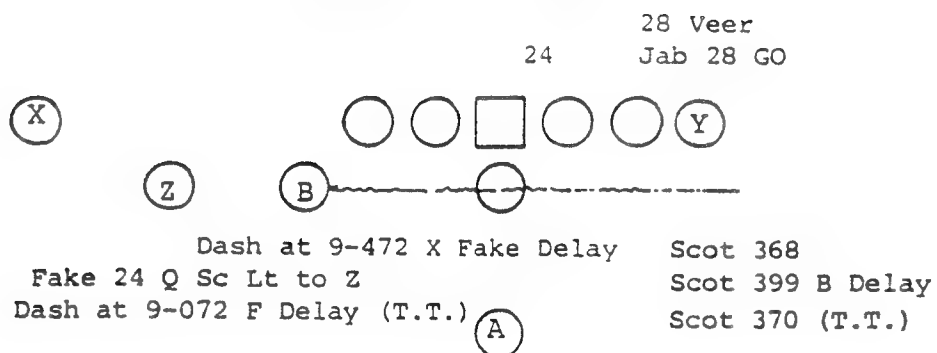
FLANK LEFT



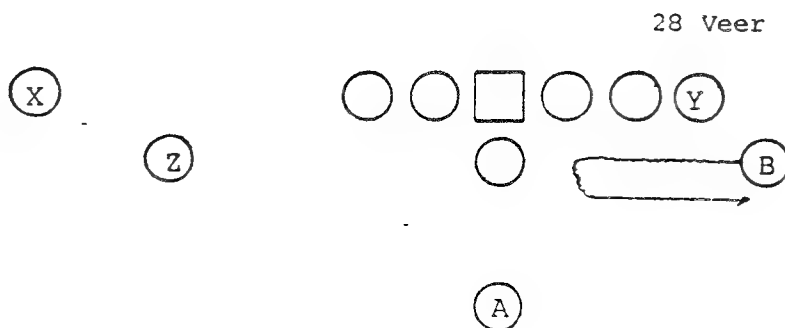
FLANK LEFT ZOOM



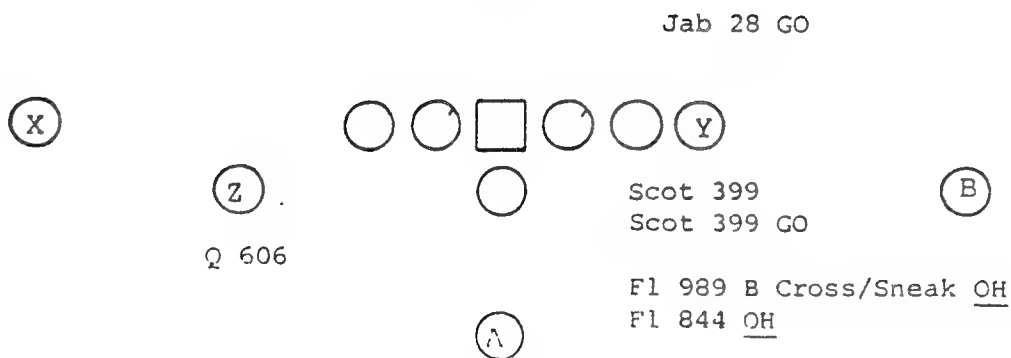
FLANK RIGHT JET



FLANK RIGHT FAKE MOTION



FAR RIGHT



FAR RIGHT JET

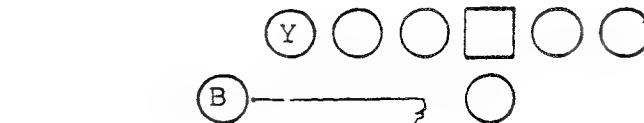
28 Veer



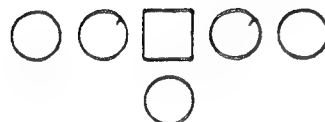
Q 606
633 Lilly OH

F1 844 Wide OH
Scot 399 GO
F1 989 B Cross/Sneak OH
Fake 25-Sc Rt to Y
Scot 390

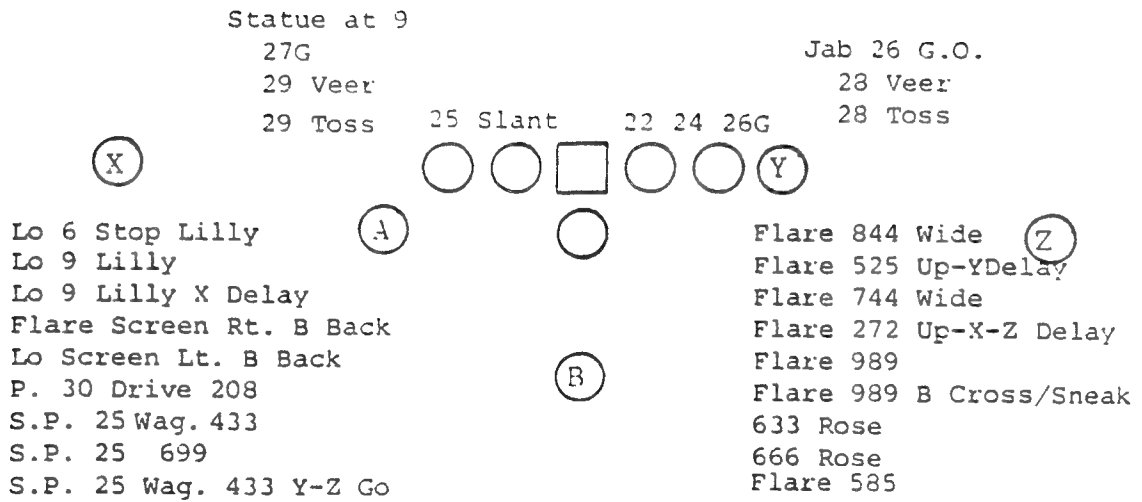
FAR LEFT FAKE MOTION



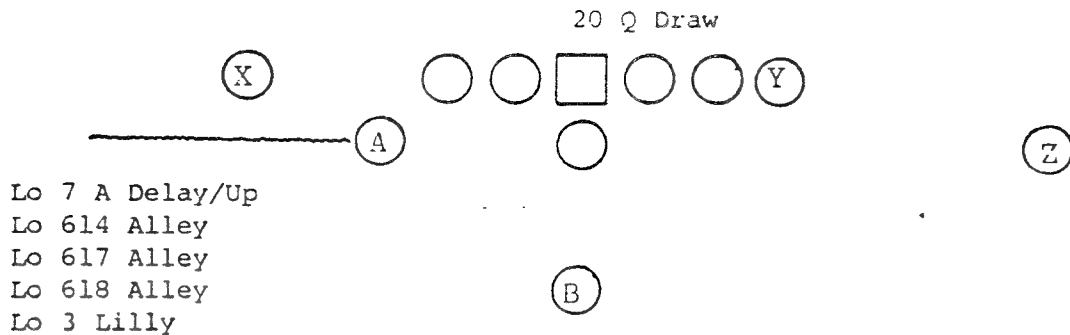
989 B Cross/Sneak OH
Q 606



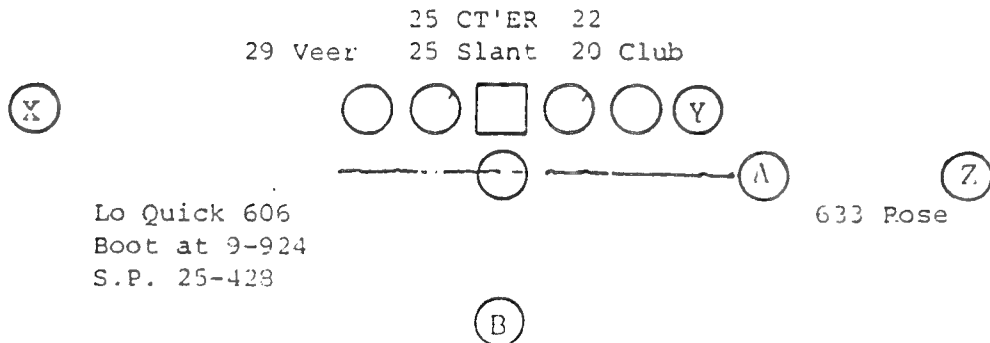
DEUCE RIGHT



DEUCE RIGHT JET



DEUCE RIGHT JET



O-1 HOLE AND BLOCKING SCHEMES

BROWN - 20F & 21F

BROWN - SLANT 20 & 21

BROWN - PLUNGE 30-31

BROWN - DIVIDE 30-31

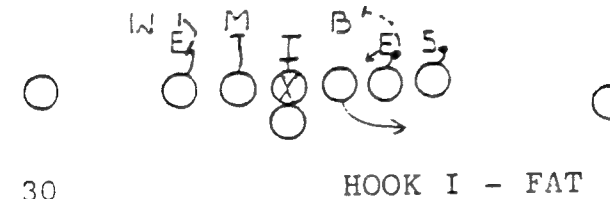
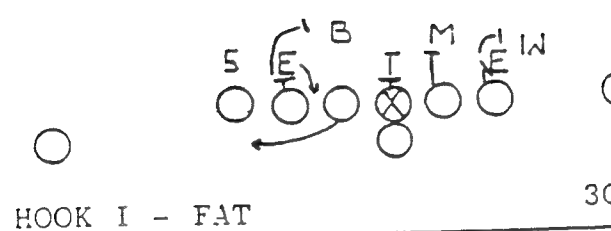
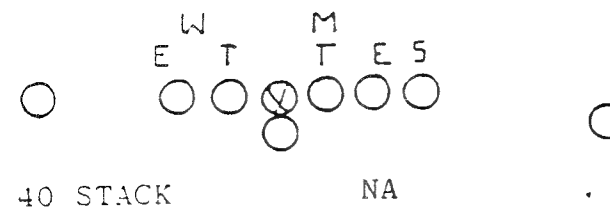
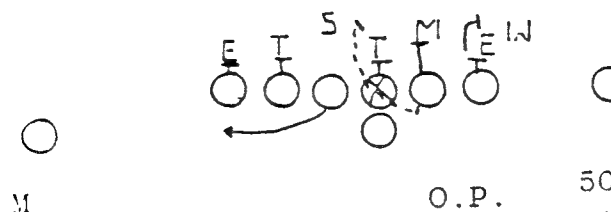
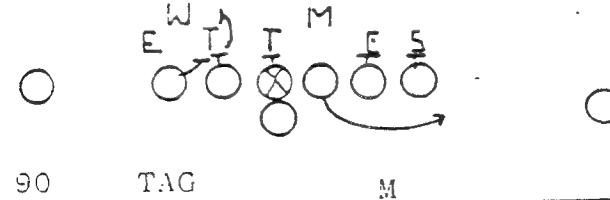
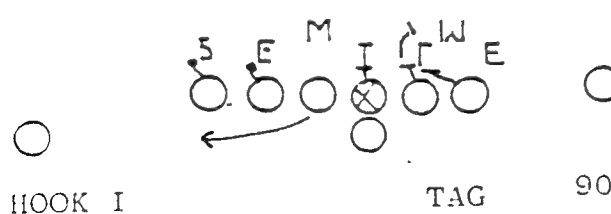
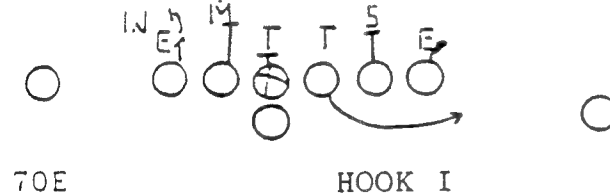
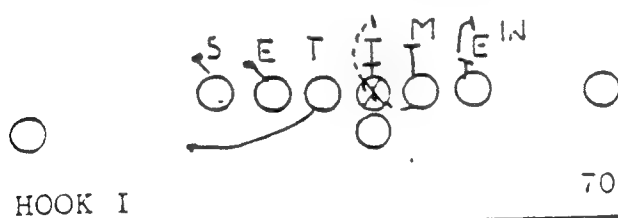
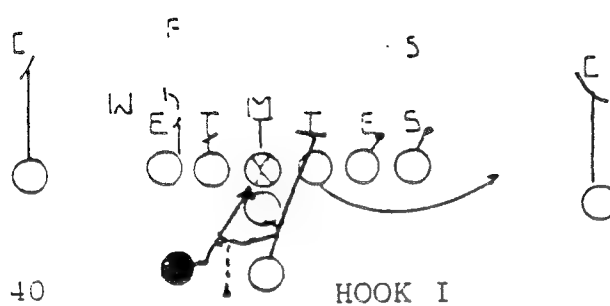
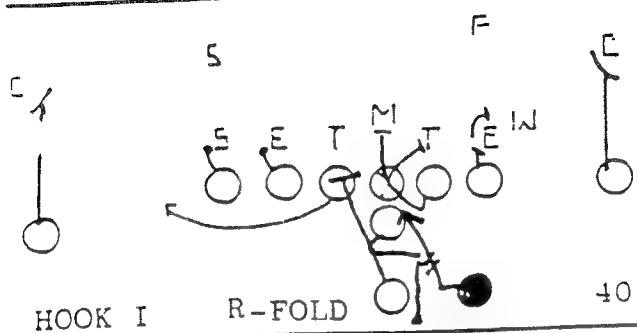
I - LEAD 20 & 21 TURN

I - LEAD 20 & 21 BAM

RED-PITCH 20-1 GT & TOSS 20

21F

20F



BLOCKING RULES

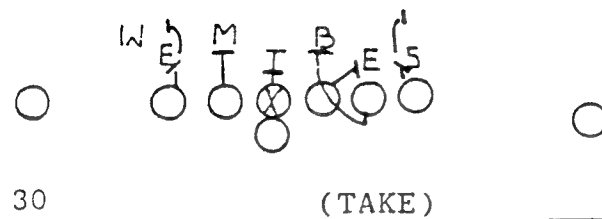
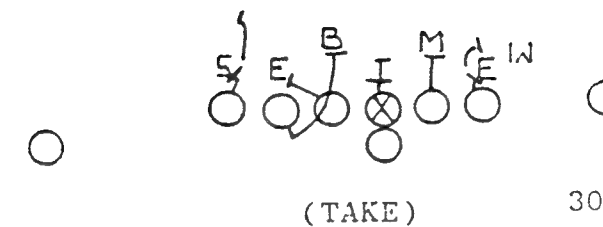
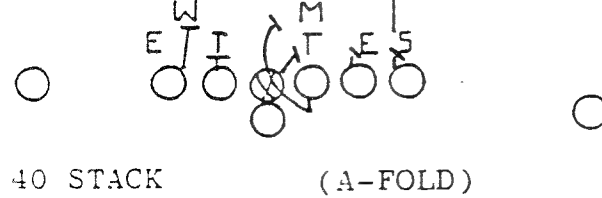
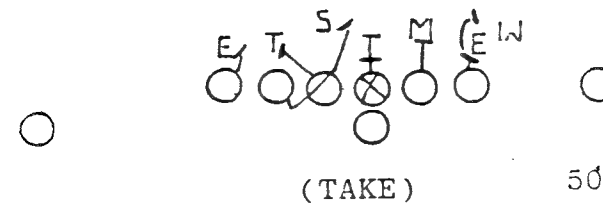
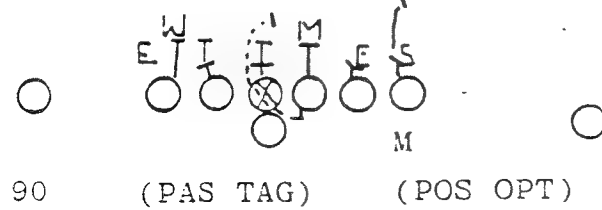
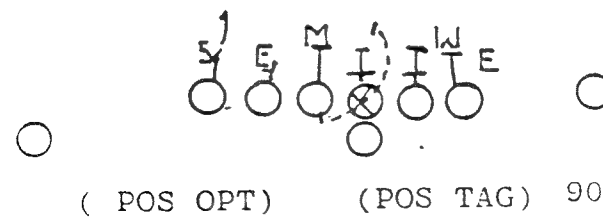
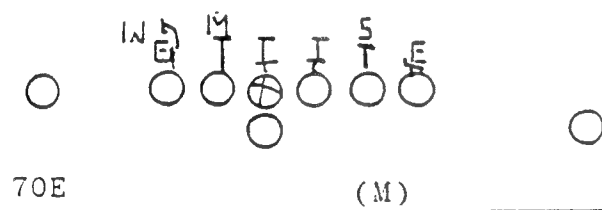
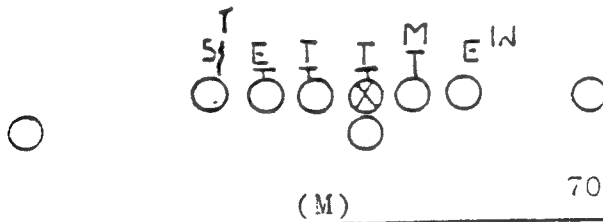
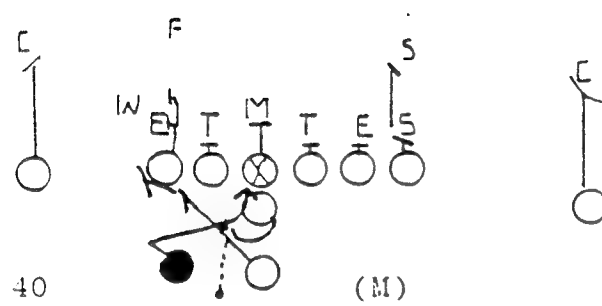
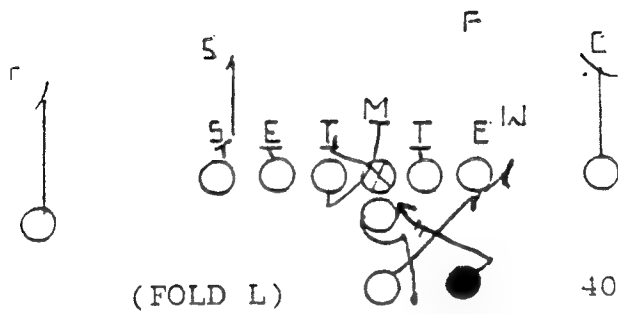
- V - HOOK I-M-
- PT - HOOK I-M-
- PG - PULL SS
- C - M-BLOCK AWAY
- OFG - M- FOLD - O.P.-
- OFT - WALL OFF M.D.
- Z - CUT CORNER BACK
- X - CUT CORNER BACK
- QB -
- BC - LEAD STEP - DRIVE FOR NEAR FOOT OF OC, RUN DAYLITE
- EB - DRIVE FOR ONSIDE GUARD TAIL. BIM OR BUTT, MAN IN AREA, ALERT FAT BLK

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	USE HOOK I (INFLUENCE) ON EMLOS - CAN GO TO M BLOC ANYTIME - HOOK I DRIVE FOR OUTSIDE #EMLOS, WHEN HE REACTS OUT, SLIP TO H INSIDE & SHUT HIM OFF - M BLOC THE 50 DEF.
PLAYSIDE TACKLE	USE HOOK I (INFLUENCE) EXCEPT VS 50 DEF., GO TO M BLOCKING - SAME AS T.E.- HOOK I, DRIVE FOR OUTSIDE # OF D.E., WHEN HE REACTS OUT, LET HIM CROSS YOUR FACE AND SHUT HIM OFF - VS 70E, DRIVE THRU FOR INSIDE # OF STUB, DRIVE HIM BACK, SUSTAIN - NO CUTS, DRIVE THEM BY THE HOLE.
PLAYSIDE GUARD	PULL INFLUENCE, TURN UP QUICKLY AND HUSTLE FOR S.S.
CENTER	M BLOC, DRIVE INTO NOSE OR MAC GETTING DOWN THEIR MIDDLE, EXPLODE ON CONTACT, SUSTAIN. CAN FOLD 40 DEF., GOT TO GET MOVEMENT ON AWAY BLOC, SUSTAIN IT.
OFFSIDE GUARD	M BLOC - DRIVE INTO D.T.'S INSIDE #, DRIVE HIM OUT - BUBBLE, DRIVE THRU MIDDLE OF LB, DON'T GIVE UP, DOG HIM, DRIVE HIM BY THE HOLE - FOLD YOUR SIDE, DROP STEP, CENTER CLEAR, DRIVE UP GUT FOR MAC, QUICK READ, DRIVE INTO HIM LOW, MOVE HIM, DON'T BE THROWN OFF. WILL HAVE TO TAG THE 90.
OFFSIDE TACKLE	WALL OFF MOST DANGEROUS (M.D.) TAG THE 90, GOT TO BE TITE WITH YOUR GUARD, DOUBLE WITH HIM LONG ENOUGH TO GET JOB DONE ON D.T & WILL.
QUARTER BACK	1. OPEN TO FB AND REVERSE TO BC 2. MAKE A TOKEN FAKE TO FB, THEN REVERSE AROUND & HAND OFF TO HB. 3. SET FOR PASS.
BALL CARRIER	SHORT LATERAL STEP - ROLL TO HOLE VS 40 KEY OFF GUARD BLOCK (FOLD) VS. DT WHO OVER PLAYS AWAY BLOCK BY CENTER ALERT BACK DOOR HIT VS. ODD FRONT KEY CENTERS BLOCK.
REMAINING BACK	LEAD STEP FOR ONSIDE GUARDS TAIL, BIM BLK MAN ON L.O S., DO NO LOOSE MAN TO INSIDE. VS BUBBLE BUTT BLOCK BUCK. ALERT FOR INSIDE CHARGE BY D.E. YOU AND O.T. FAT BLOCK TECH.
SPLIT - X	THIS IS A QUICK HITTING PLAY - SPRINT TO CORNER BACK AND ELIMINATE - THIS IS A CUT BLOCK ON CORNER BACK.
FLANKER - Z	THIS IS A QUICK HITTING PLAY - SPRINT TO CORNER BACK AND ELIMINATE - THIS IS A CUT BLOCK ON CORNER BACK.
OFFSIDE TIGHT END	

SLANT 21

SLANT 20



BLOCKING RULES

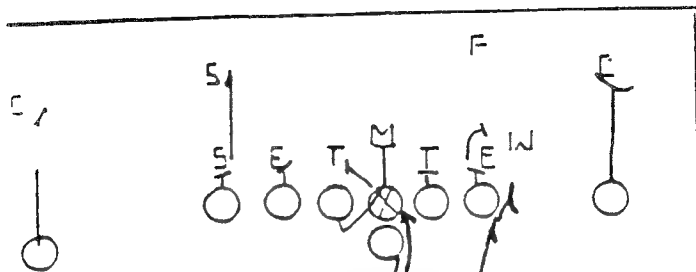
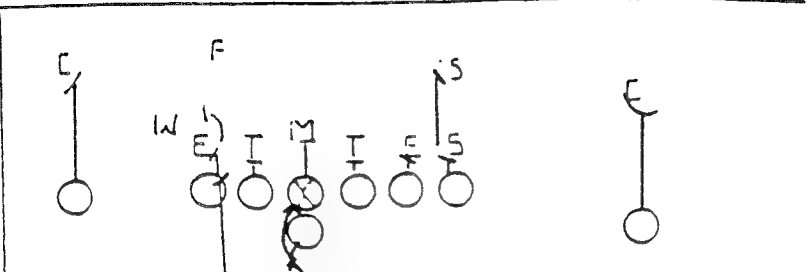
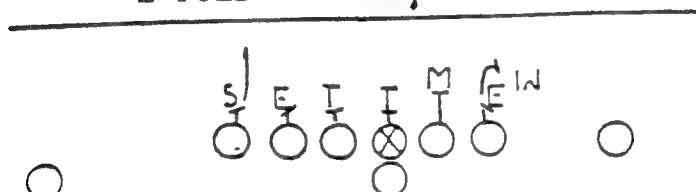
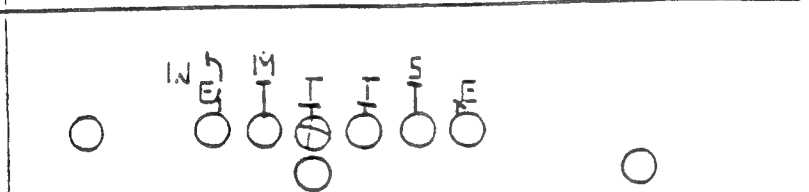
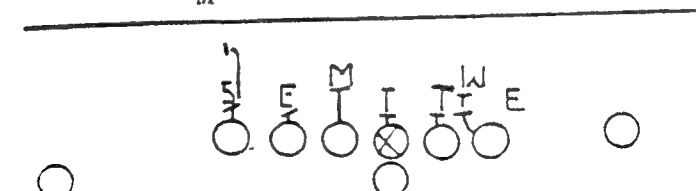
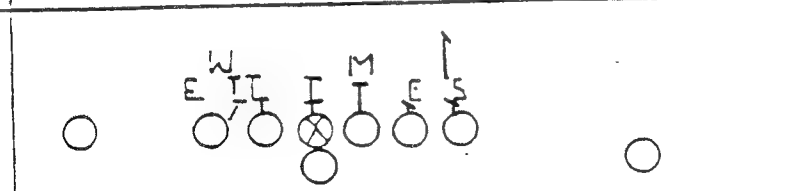
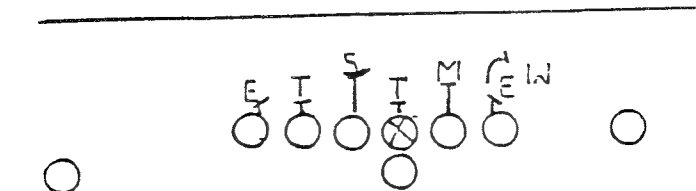
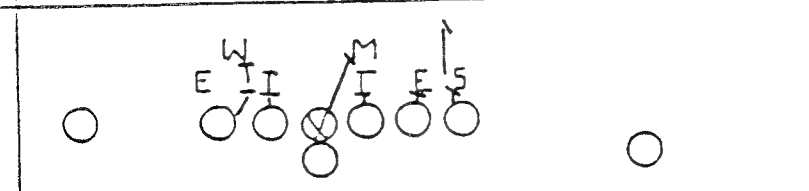
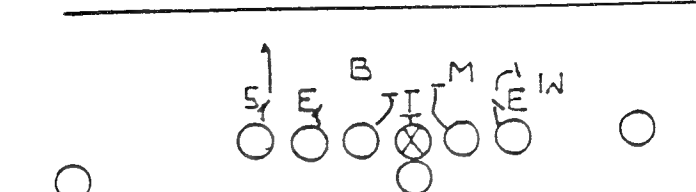
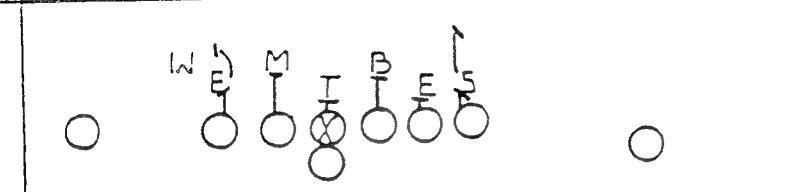
- Y - EMLOS TO S.S. - WALL OFF SAFETY
- PT - SHUTOFF - TAKE
- PG - M-FOLD - O.P.-
- C - M-AWAY
- OFG - M-TAG-
- OFT - WALLOFF - WILL-TAG
- Z - CUT THE CORNERBACK
- . - CUT THE CORNERBACK
- QB -
- BC - JAB STEP TO ALLOW FB TO CLEAR, ACCEPT BALL
- RB - WALL OFF BLOCK WITH O.F.T.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	INSIDE RELEASE - WALL OFF STUB TO S. SAFETY - MAKE EAT CALL IF NEEDED - PRIMARY RESPONSIBILITY, KEEP STUB OUT OF PLAY.
PLAYSIDE TACKLE	SHUT OFF YOUR D.E., DRIVE INTO HIM, TURN HIM TO OUTSIDE. NO POSITION BLOCK - TAKE BLOC THE 30 AND 50 DEF. BE SURE TO READ BUCK, ADJUST ON THE GO TO HIS REACTION, GET DOWN THE MIDDLE OF HIM.
PLAYSIDE GUARD	M BLOCK, EXPLODE INTO YOUR D.T.'S INSIDE #, DRIVE HIM TO OUTSIDE. NO POSITION, MUST DRIVE HIM OFF L.O.S. - FOLD BLOCK, DROP STEP & COME AROUND YOUR OCN, LOCATE MAC IMMEDIATELY, AIM LOW, EXPLODE INTO HIS MIDDLE & FOLLOW THRU - TAKE BLOCK THE 30 & 50 DEF., GET GOOD INSIDE OUT POSITION AND DRIVE HIM OUT. WATCH SPIN. COULD HAVE OPTION PULL ON 90 DEF. IF MAC IS CLOSE TO HIS NOSE M
CENTER	DEPENDING ON SPACING & PERSONNEL, WE CAN M BLOC, FOLD OR TRAP- M BLOC MAN ON, GET DOWN THE MIDDLE OF HIM, KNOCK HIM BACK, TAKE HIM THE WAY YOU CAN, B.C. WILL RUN OFF YOU - KEEP FEET, NO BODY BLOCS - FOLD (TRAP) DRIVE INTO D.T., MOVE HIM & SUSTAIN.
OFFSIDE GUARD	EXPLODE INTO D.T.'S INSIDE #, WORK TO DRIVE HIM TO OUTSIDE, MOV HIM. MAC BLOC IS SO CRUCIAL, NO HESITATION, GET DOWN THE MIDDLE OF HIM & EXPLODE ON CONTACT, SMOTHER HIM. POS. TAG VS. UNDER IF WILL STACKS BEHIND YOUR D.T.
OFFSIDE TACKLE	WALL OFF WILL WITH YOUR FB. - TAG THE 90 - VITAL TO GET CUT OFF ON LB'ER.
QUARTER BACK	<ol style="list-style-type: none"> 1. REVERSE PIVOT TO FB 2. MEET BC DEEP AS POSSIBLE 3. GIVE UNDERNEATH HAND-OFF 4. FAKE PASS
BALL CARRIER	TAKE A QUICK JAB STEP AWAY FROM P.O.A. TO ALLOW FB TO CLEAR, DRIVE TO FAR LEG OF O.C. EXCEPT BALL, RUN TO DAYLITE. KNOW THE TYPE OF BLOCKING BEING USED.
REMAINING BACK	SPRINT SPOT INSIDE LEG OF PLAYSIDE TACKLE, WALL OFF BLOCK ALLOW NO COLOR TO CROSS FACE.
SPLIT - X	THIS IS A QUICK HITTING PLAY SPRINT TO CORNER BACK AND ELIMINATE HIM. THIS IS A CUT BLOCK ON CORNER BACK.
FLANKER - Z	THIS IS A QUICK HITTING PLAY SPRINT TO CORNER BACK AND ELIMINATE HIM. THIS IS A CUT BLOCK ON CORNER BACK.
OFFSIDE	

PLUNGE 31

PLUNGE 30

 <p>L-FOLD 40</p>	 <p>40 CP M</p>
 <p>M 70</p>	 <p>70E M</p>
 <p>TAG 90</p>	 <p>90 TAG</p>
 <p>M 50</p>	 <p>40 STACK TAG</p>
 <p>DPS 30</p>	 <p>30</p>

BLOCKING RULES

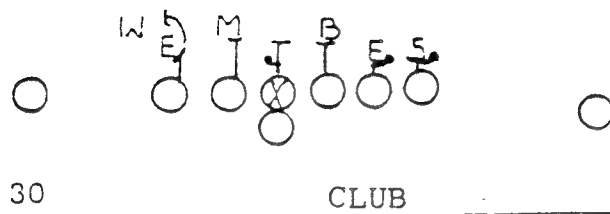
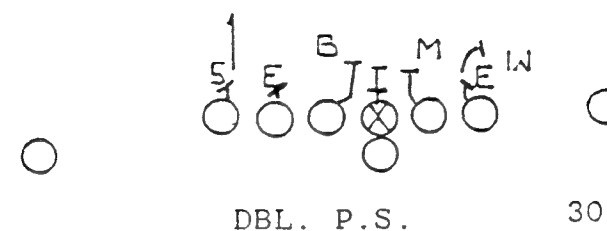
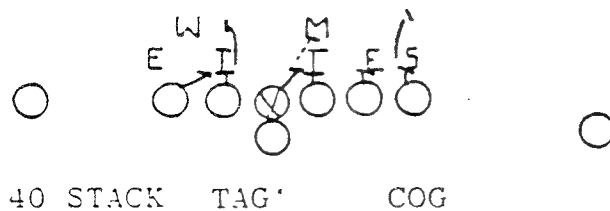
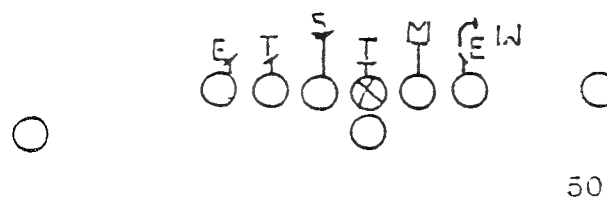
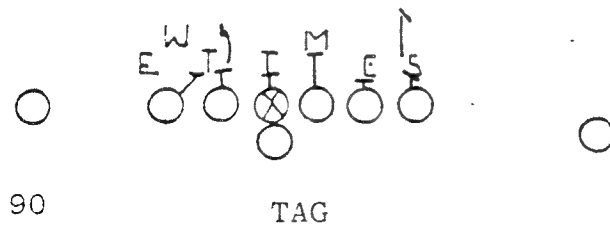
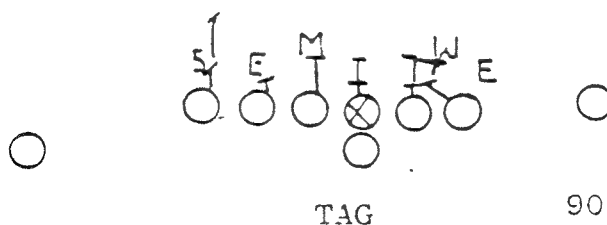
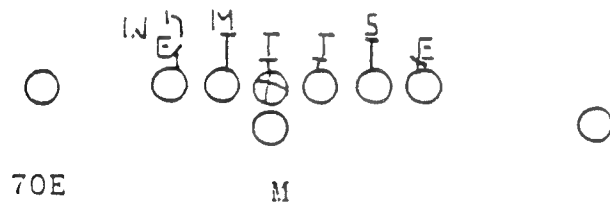
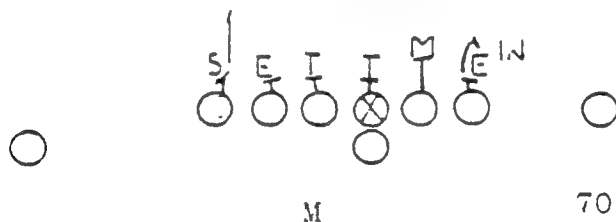
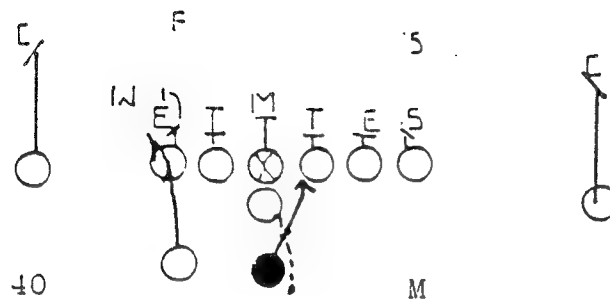
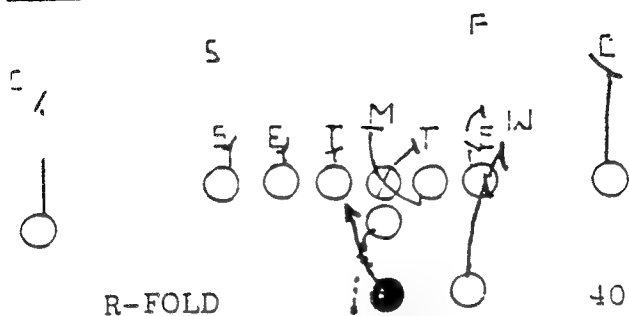
- Y - EMLOS TO SS - WALL OFF SAFETY
- PT - M BLOCK
- PG - M - DBL. P.S. VS. 30
- C - M - DBL. P.S. VS. 30
- OFG - M - TAG (90 - 40 STK) - DBL P.S. VS. 30
- OFT - WALL OFF WITH HB - TAG
- Z - CUT THE CORNER BACK
- V - CUT THE CORNER BACK
- QB -
- EC - DRIVE FOR OC'S HIP AWAY FROM CALL (THIS IS "P" SERIES) ACCEPT BALL RUN DAYLITE.
- RB - WALL-OFF, OR DRIVE ACROSS FORMATION BY GAME PLAN.

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	DRIVE INSIDE # OF EMLOS - KEEP HIM OUTSIDE - SUSTAIN	
PLAYSIDE TACKLE	DRIVE INTO D.E.'S INSIDE #, TURN HIM OUT - BUBBLE ON YOU, AIM SLIGHTLY INSIDE ON LB ON 1ST STEP, THEN ADJUST & DRIVE INTO HIS MIDDLE ON CONTACT - IN BOTH CASES, THINK YOU ARE P.O.A. AND STAY WITH YOUR BLOC ALL THE WAY.	
PLAYSIDE GUARD	DRIVE INTO INSIDE # OF D.T., TURN HIM OUT, IF POSSIBLE, IF NOT TAKE HIM ANYWAY YOU CAN, SUSTAIN YOUR BLOC VS. 30, BE READY FOR DBL. P.S. CALL - ANY BLOC ON LB MUST BE SUSTAINED, STAY ON HIM, NO CUT BLOCS	
CENTER	M BLOC - DRIVE INTO MAC OR NOSE MAN, MOVE HIM, SUSTAIN CONTACT FOLD CALL, DRIVE INTO D.T. (AWAY BLOCK) MOVE HIM BACK. (IF D.T. GETS IN GAP, CALL FOLD TO THAT SIDE)-VS. 30 DEF., NOSE STUNTING A LOT, CALL DBL P.S., BE READY FOR NOSE, THEN REACT TO MAC OR BUCK DEPENDING ON SLANT OF NOSE - NO CUT BLOCS.	
OFFSIDE GUARD	DRIVE INTO INSIDE # OF D.T., TURN HIM OUT IF POSSIBLE, IF NOT TAKE HIM ANYWAY YOU CAN, SUSTAIN YOUR BLOC - VS 30 DEF., BE READY FOR DBL P.S. CALL - ANY BLOC ON LB OR D.T. MUST BE SUSTAINED, STAY ON HIM. NO CUT BLOCS - VS 90, POS. TAG WITH YOUR OTT.	
OFFSIDE TACKLE	WALL OFF WITH YOUR H.B., YOU MUST BLOC MOST DANGEROUS - VS. 90 USE TAG WITH YOUR GUARD IF WILL IS IN STACK POSITION, KEEP EYES ON AS YOU MOVE DOWN ON D.T. WITH YOUR GUARD, IF HE GOES INSIDE QUICKLY, THINK OF GETTING ON D.T. ALONE.	
QUARTER BACK	<ol style="list-style-type: none"> 1. OPEN PIVOT TO THE FB AND GAIN DEPTH. 2. GET BALL DEEP TO FB. 3. IF HB COMES ACROSS, FAKE TO HIM 4. SET FOR PASS. 	
BALL CARRIER	DRIVE FOR OC'S HIP AWAY FROM CALL - OFFSIDE TO ONSIDE. ACCEPT BALL RUN DAYLITE. C.P. = DON'T GET TO WIDE ON LEAD STEP. QB WILL FEED YOU BALL AS DEEP AS POSSIBLE.	
REMAINING BACK	WALL OFF, OR DRIVE STRONGSIDE ACROSS BACKFIELD, YOUR ASSIGNMENT WILL BE SET BY GAME PLAN. C.P.= IF YOU ARE ON WALL OFF BLOCK. SUSTAIN, PLAY MAY BOUNCE.	
SPLIT - X	THIS IS A QUICK HITTING PLAY - SPRINT TO CORNER BACK AND ELIMINATE HIM. THIS IS A CUT BLOCK ON CORNER BACK.	
FLANKER - Z	THIS IS A QUICK HITTING PLAY - SPRINT TO CORNER BACK AND ELIMINATE HIM. THIS IS A CUT BLOCK ON CORNER BACK.	
OFFSIDE TIGHT END		

DIVIDE 31

DIVIDE 30



BLOCKING RULES

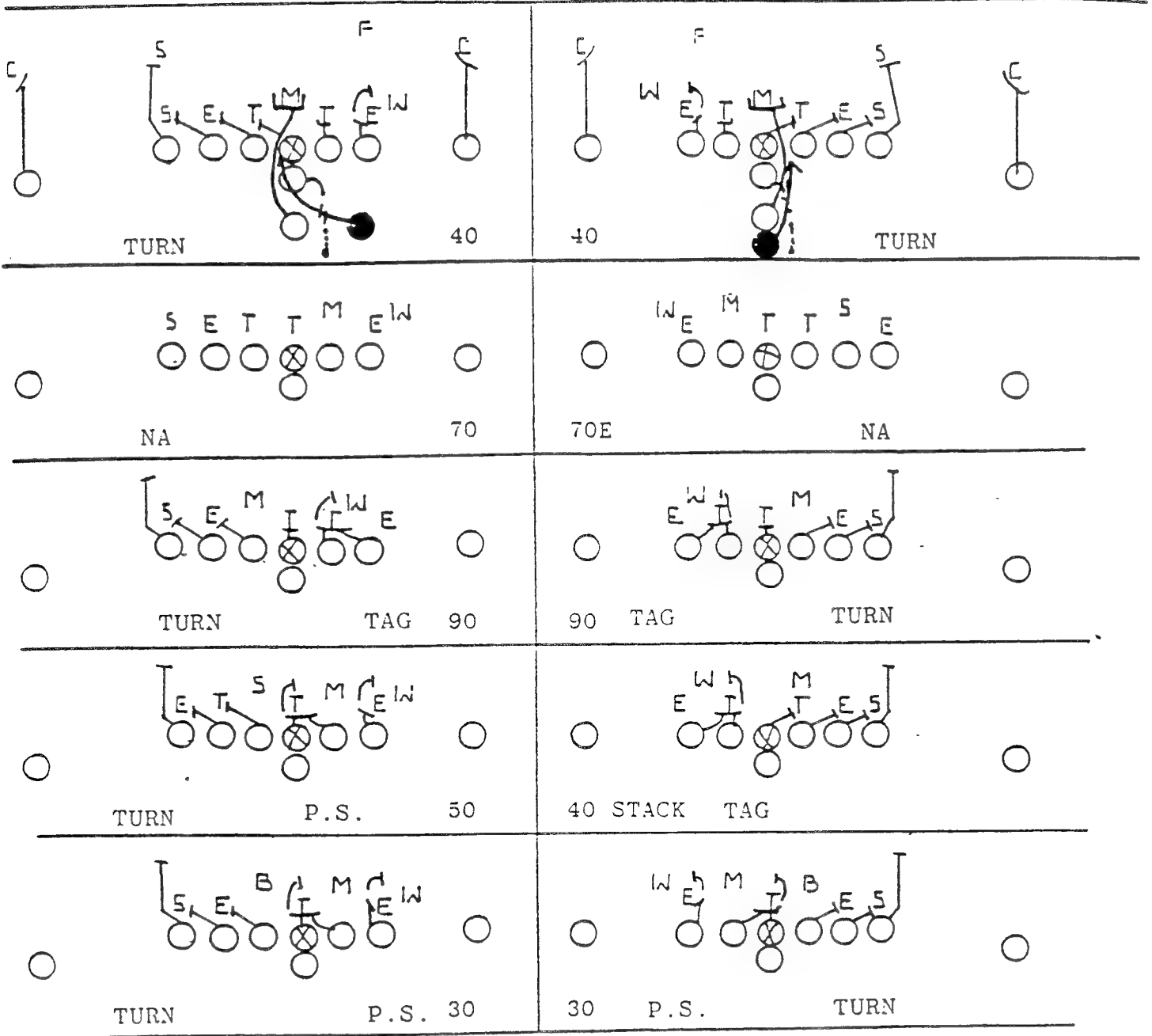
- Y - E.M.L.O.S. (ALERT LIGHTENING FORCE) - CLUB
- PT - M BLOC - CLUB
- PG - M BLOC
- C - M BLOC - CLUB
- OFG - M BLOC - TAG
- OFT - WALL OFF
- I - CUT THE CORNER
- CUT THE CORNER
- QB -
- EC - LEAD STEP FOR P.O.A., RUN DAYLITE
- RB - WALLS = WEAKSIDE, ACROSS STRONGSIDE

COACHING POINTS

FORMATIONS :		SPLITS :
TIGHT END	DRIVE INTO EMLOS INSIDE # KEEP HIM TO OUTSIDE - LIGHTENING FORCE SHOWS, SHIFT TO 2ND LAYER - VS 30 DEF, "CLUB" BLOC CAN BE USED (BY SCOUTING REPORT)	
PLAYSIDE TACKLE	DRIVE INTO D.E.'S INSIDE #, TURN HIM OUT - BUBBLE ON YOU, AIM SLIGHTLY INSIDE ON LB ON 1ST STEP, THEN ADJUST & DRIVE INTO HIM MIDDLE ON CONTACT - IN BOTH CASES, THINK YOU ARE P.O.A. AND STAY WITH YOUR BLOC ALL THE WAY - VS 30 DEF " CLUB" BLOCK CAN BE USED (BY SCOUTING REPORT)	
PLAYSIDE GUARD	DRIVE INTO INSIDE # OF D.T., TURN HIM OUT, IF POSSIBLE, IF NOT TAKE HIM ANYWAY YOU CAN, SUSTAIN YOUR BLOC - VS. 30, be ready for dbl. p.s. call - ANY BLOC ON LB MUST BE SUSTAINED, STAY ON HIM, NO CUT BLOCS.	
CENTER	M BLOC - DRIVE INTO MAC OR NOSE MAN, MOVE HIM, SUSTAIN CONTACT FOLD CALL, DRIVE INTO D.T. (AWAY BLOCK) MOVE HIM BACK. (IF D.T GETS IN GAP, CALL FOLD TO THAT SIDE). VS 30 DEF, NOSE STUNTING ALOT, CALL DBL P.S., BE READY FOR NOSE, THEN REACT TO MAC OR BUCK DEPENDING ON SLANT OF NOSE - NO CUT BLOCS - ALSO VS. 30 D "CLUB" BLOCKING CAN BE USED (BY SCOUTING REPORT).	
OFFSIDE GUARD	DRIVE INTO INSIDE # OF D.T., TURN HIM OUT IF POSSIBLE, IF NOT, TAKE HIM ANYWAY YOU CAN, SUSTAIN YOUR BLOC - VS 30 DEF, BE REA FOR DBL. P.S. CALL- ANY BLOC ON LB OR D.T. MUST BE SUSTAINED, STAY ON HIM. NO CUT BLOCS - VS 90, POS.TAG WITH YOUR OTT.	
OFFSIDE TACKLE	WALL OFF WITH YOUR H.B., YOU MUST BLOC MOST DANGEROUS - VS 90. USE TAG WITH YOUR GUARD IF WILL IS IN STACK POSITION, KEEP EYE ON AS YOU MOVE DOWN ON D.T. WITH YOUR GUARD, IF HE GOES INSIDE QUICKLY, THINK OF GETTING ON D.T. ALONE.	
QUARTER BACK	<ol style="list-style-type: none"> 1. OPEN TO BC 2. GET HAND - OFF AS DEEP AS POSSIBLE 3. SET FOR PASS 	
BALL CARRIER	LEAD STEP FOR INSIDE LEG OF OG TO CALL SIDE ACCEPT BALL RUN TO DAYLITE.	
REMAINING BACK	LEAD STEP FOR INSIDE LEG OF O.F.T. WALL OFF BLOCK, DON'T ALLOW ANY ONE TO CROSS FACE.	
SPLIT - X	THIS IS A FAST HITTING PLAY. YOU ARE RESPONSIBLE TO ELIMINATE THE CORNER BACK YOUR SIDE. GET TO HIM AS QUICK AS POSSIBLE AND CUT BLOCK.	
FLANKER - Z	THIS IS A FAST HITTING PLAY. YOU ARE RESPONSIBLE TO ELIMINATE THE CORNER BACK YOUR SIDE - GET TO HIM AS QUICK AS POSSIBLE AND CUT BLOCK.	
OFFSIDE		

LEAD 21 TURN

LEAD 20 TURN



BLOCKING RULES

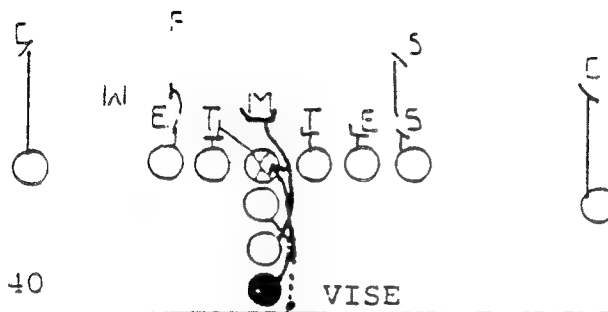
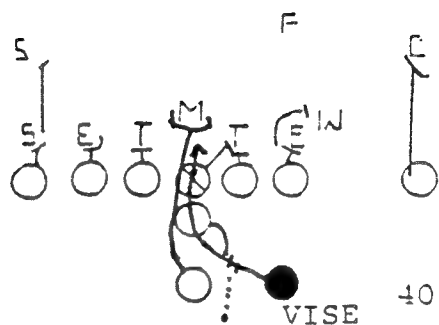
- Y - OUT RELEASE SS
- PT - TURN BLOC
- PG - TURN BLOC
- C - TURN BLOC - COVERED, 'M BLOC
- OFG - M - TAG - P.S.
- OFT - SINGLE WALL OFF - TAG
- Z - CUT THE CORNER BACK
- X - CUT THE CORNER BACK
- QB -
- BC - LEAD STEP CROSSOVER - SPRINT SPOT NEAR LEG OF ONSIDE GUARD RUN DAYLITE.
- RB - SPRINT SPOT LEG OF CENTER TO CALL SIDE. BAM BLOCK, 1st INSIDE BACKER TO CALL SIDE.

COACHING POINTS

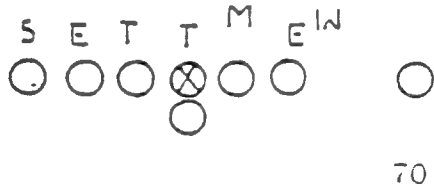
FORMATIONS:	SPLITS:
TIGHT END	RELEASE OUTSIDE OF STUB OR D.E. TO STRONG SAFETY - STALK & BLOC HIM.
PLAYSIDE TACKLE	TURN BLOC OUTSIDE & BLOC EMLOS FROM INSIDE - OUT ANGLE - KEEP HIM TO OUTSIDE, DON'T LET HIM WORK UPFIELD, SMOTHER HIM.
PLAYSIDE GUARD	TURN BLOC OUTSIDE & BLOC #2 MAN FROM NOSE WITH INSIDE - OUT ANGLE - DRIVE HIM OUT - STAY ALL OVER HIM - DON'T LET HIM WORK FREE.
CENTER	COVERED, DRIVE BLOC THE NOSE - AIM TO ON # - EXPLODE ON CONTACT MOVE HIM, SUSTAIN IT. UNCOVERED, TURN BLOC D.T. - AIM SLIGHTLY IN FRONT OF HIS NEAR HIP, EXPLODE ON CONTACT, DRIVE HIM AWAY FROM HOLE, SUSTAIN BLOC.
OFFSIDE GUARD	DRIVE FOR INSIDE # OF D.T., DRIVE HIM AWAY FROM HOLE, SUSTAIN BLOC - TAG BLOC WILL BE RUN VS. 90 & 40 STK DEF. - VS 30 DEF, POWER SNAPPER (P.S.) WITH OCN ON NOSE.
OFFSIDE TACKLE	SINGLE WALL OFF, (BLOC M.D.) - TAG THE 90 & 40 STK DEF - VITAL YOU WORK GOOD SHUTOFF TECH. - DON'T LET PURSUIT STOP THE PLAY.
QUARTER BACK	1. BROWN FORMATION - REVERSE TO BC - ROLL OUT OF P.O.A AREA - HAND OFF 2. I FORMATION - OPEN TO BC - GET BALL DEEP 3. FAKE PASS
BALL CARRIER	SPRINT SPOT NEAR LEG OF GUARD, BROWN FORM. LEAD STEP CROSS-OVER GAINING GROUND, WE ARE TURN BLKING CALL SIDE, I FORMATION. EXPLODE NEAR LEG ONSIDE GUARD. RUN DAYLITE.
REMAINING BACK	SPRINT SPOT - LEG OF CENTER TO CALL SIDE BAM BLOCK FIRST INSIDE BACKER TO CALL SIDE, DO NOT CUT, BE ALERT FOR RUN THROUGH.
SPLIT - X	THIS IS A QUICK HITTING PLAY. SPRINT TO THE CORNER BACK AND CUT BLOCK THE CORNER BACK.
FLANKER - Z	THIS IS A QUICK HITTING PLAY, SPRINT TO THE CORNER BACK AND CUT BLOCK THE CORNER BACK.
OFFSIDE TIGHT END	

LEAD 21 BAM

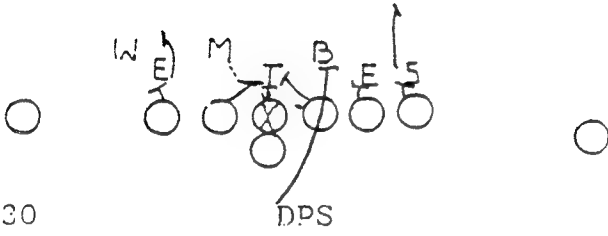
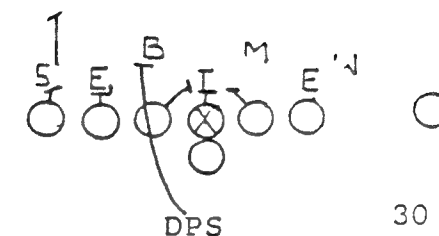
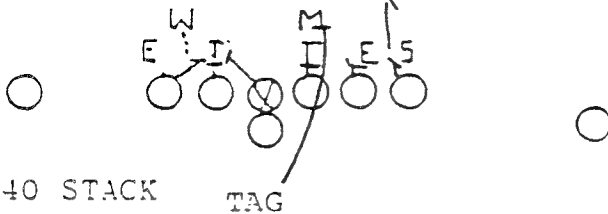
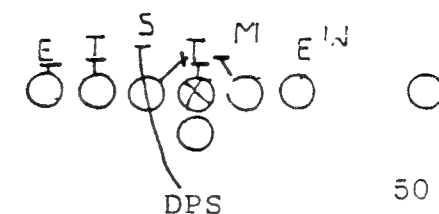
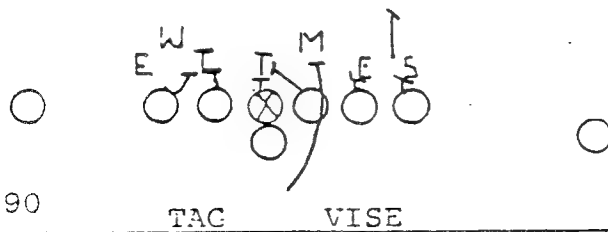
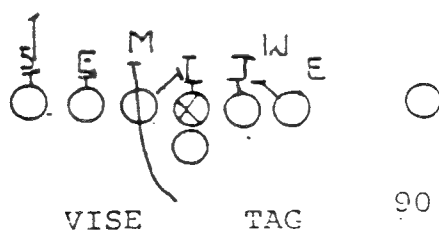
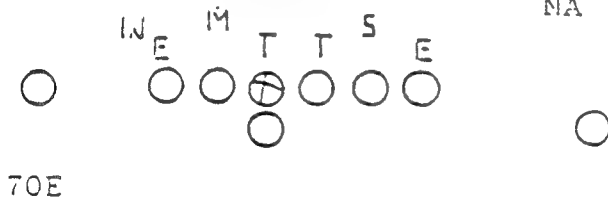
LEAD 20 BAM



NA



NA



BLOCKING RULES

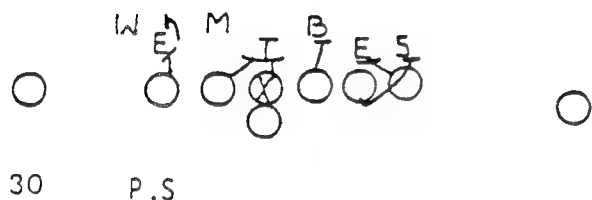
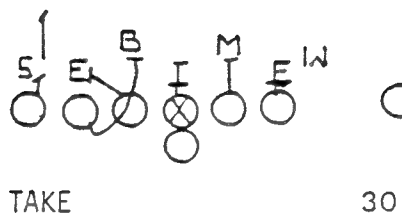
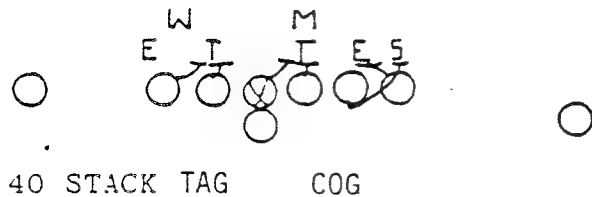
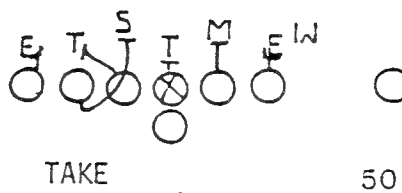
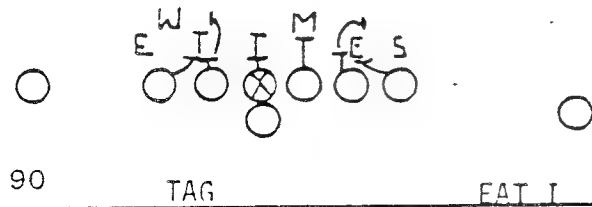
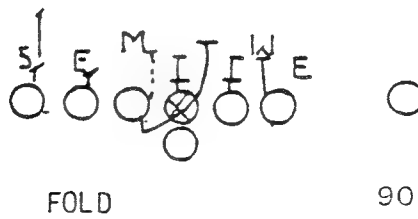
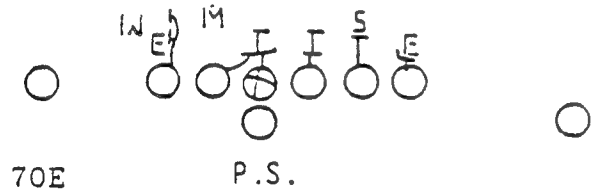
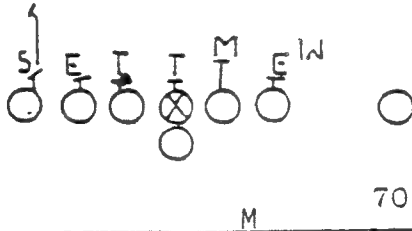
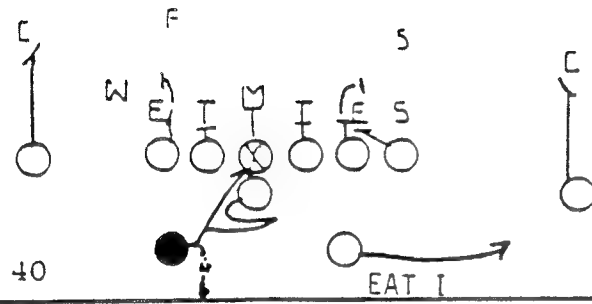
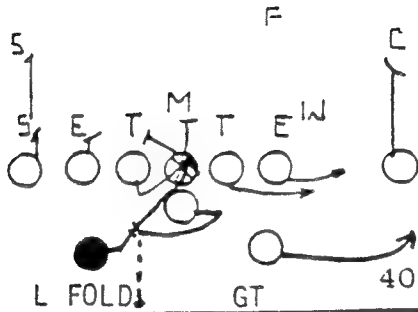
- Y - SHUTOFF STUB
- PT - M BLOC
- PG - COVERED, M BLOC - UNCOVERED, VISE NOSE WITH OCN - DEL P.S.
- C - COVERED, POST BLOC - UNCOVERED - VISE AWAY (PAL)
- DFG - COVERED, POST FOR OCN (PAL) UNCOVERED VISE NOSE WITH OCN DEL P.S.
- OFT - SHUT OFF DE TO WILL (M.D.) TAG THE 90 & 40 STK
- CUT BLOCK THE CORNER BACK
- CUT BLOCK THE CORNER BACK
- CB -
- BC - SPRINT SPOT - PLAYSIDE LEG OF OC, ACCEPT BALL - READ TO COME BACK DOOR.

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	SLAM STUB TO OUTSIDE. IF HE FIGHTS BACK TO INSIDE, STAY ON HIM. IF HE LOOSENS TO OUTSIDE, RELEASE D.F. FOR S.S.	
PLAYSIDE TACKLE	M BLOC YOUR D.E. - DRIVE INTO INSIDE #, KEEP HIM TO OUTSIDE. SUSTAIN POSITION - 50 DEF. BLOCK D.T. ON YOU, HE'LL BE MORE INSIDE CONSCIOUS, ANTICIPATE IT.	
PLAYSIDE GUARD	M BLOC MAN ON YOUR HEAD - DRIVE INTO INSIDE #, KEEP HIM TO OUTSIDE, SUSTAIN BLOC, YOU ARE P.O.A. - BUBBLE ON YOU, DOWN BLOC THE NOSE WITH YOUR OCN. ALERT SPIN BACK - ALLOW NO FORWARD PENETRATION.	
CENTER	BLOC AWAY FROM HOLE WITH OFF GUARD, VISE D.T. - SUSTAIN - ALERT FOR SPIN BACK, ALLOW NO FORWARD PENETRATION!. VISE THE NOSE WITH BUBBLE GUARD ON 90 - VS 30 DEF, RUN DBL. POWER SNAPPER WITH BOTH GUARDS.	
OFFSIDE GUARD	EVEN DEF, POST FOR OCN, RUN VISE BLOCK, GIVE HIM A RIDE THEN LOOK TO COME OFF FOR WILL OR D.E. - WILL TAG THE 90 DEF AND DBL. POWER SNAPPER THE 30 DEF., LOOK TO COME OFF FAIRLY QUICK FOR MAC.	
OFFSIDE TACKLE	SHUT OFF D.E. TO WILL, BLOCK M.D. - VS. 90 RUN TAG WITH YOUR GUARD - VS 40 STK, STEP DOWN TO WORK TAG BUT KEEP WILL IN SIGHTS, IF HE GOES INSIDE, CONCENTRATE ON D.T.	
QUARTER BACK	<ol style="list-style-type: none"> 1. REVERSE TO EC - ROLL OUT OF P.O.A. AREA - HAND OFF 2. I FORMATION - OPEN TO EC - GET BALL DEEP - HAND OFF 3. FINISH ACTION BY FAKING PASS. 	
BALL CARRIER	SPRINT SPOT - PLAYSIDE LEG OF CENTER - VS EVEN FRONT FAVOR CENTERS TURN BLOCK, VS ODD FRONT FAVOR PLAYSIDE GUARDS TURN BLOCK, RUN DAYLITE.	
REMAINING BACK	SPRING SPOT - PLAYSIDE LEG OF CENTER - BAM BLOCK 1ST INSIDE BACK OR TO CALL SIDE. DO NOT CUT - DO NOT CHOOSE A SIDE YOU MUST ATTACK HIM IN MIDDLE.	
SPLIT - X	THIS PLAY GOES UP THE MIDDLE OF LINE. SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.	
FLANKER - Z	THIS PLAY GOES UP THE MIDDLE OF LINE. SPRINT TO THE CORNER BACK AND CUT, BLOCK HIM.	
OFFSIDE		

PITCH 20-GT

TOSS 20



BLOCKING RULES

- PLAYSIDE - EAT I - X I - OFFSIDE - SLAM STUB TO OUTSIDE, RELEASE D.F. FOR S.S.
- EAT I - XI - M BLOC - PULL ON GTI.
- M BLOC - PULL ON GTI - COG THE 40 STK.
- M BLOC - FOLD - P.S. - COG
- M BLOC - FOLD - P.S. - TAKE - TAG.
- SINGLE WALL OFF OPEN SIDE - SHUT OFF CLOSED SIDE - TAKE - TAG.
- CUT THE CORNERBACK
- CUT THE CORNERBACK.
-
-
- SPRINT SPOT - NEAR LEG CENTER - SLIGHT LATERAL STEP TO ALLOW QB TO GET AROUND.
- SPRINT SPOT - SIDE LINE DRIVE HARD ACCEPT QB'S FAKE, ALERT FOR WALL OFF TECHNIQUE BY GAME PLAN.

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	PLAYSIDE: CAN USE INFLUENCE BLOCK EAT I ON SOME DEFENSES - CAN ALSO USE X I BLOC - EAT I, Y MUST BLOCK DOWN ON D.E. & SLIP HEAD TO INSIDE AS OTT GOES THRU FOR STUB - X I, SAME DOWN BLOC TECH, BUT NO HELP FROM OTT AS HE PULLS, GET HEAD IN FRONT & WORK TO HIS INSIDE - M BLOC 70E DEF - OFFSIDE: WALL OFF STUB TO S.S.	
PLAYSIDE TACKLE	WE CAN M, EAT I & X I BLOC THIS PLAY - SCOUTING REPORTS WILL DICTATE - EAT I IS THE SAME AS EAT, SLAM DE INSIDE SLOW RELEASE TILL Y CAN GET HIS HEAD ACRO THEN WORK THRU FOR STUB - XI, PULL ON STUB. LET HIM RELEASE OUT, DRIVE HIM OUT & STAY ON HIM - M BLOC, DRIVE INTO INSIDE #, DRIVE HIM OUT - SUSTAIN.	
PLAYSIDE GUARD	M, GT & COG WILL BE USED TO BLOC THIS PLAY - M BLOC THE 40, 70E, 90 & 30, DRIVE FOR INSIDE #, MOVE HIM, SUSTAIN GT I IS AN INFLUENCE PULL & WILL BE CALLED - COG WILL USED VS. 40 STK - BLOCS WILL BE SET BY SCOUTING REPORT & FILM STUDY.	
CENTER	BASIC M BLOC FOR O-1 PLAYS WILL BE USED - ALONG BLOC NOSE OR MAC, DRIVE INTO MIDDLE, MOVE HIM, SUSTAIN, YOU ARE POA - WILL HAVE TO COG 40 STK & P.S. THE 30 WHEN PLAY IS RUN TO TE SIDE.	
OFFSIDE GUARD	M, TAG (WS) P.S., FOLD, O.P. & TAKE BLOCS WILL BE USED BY YOU. ALL WILL BE SET BY FILM STUDY & SCOUTING REPORT. TAKE, MUST GET GOOD IN-OUT ANGLE, FACE FOR NEAR HIP, DRIVE HIM OUT - FOLD MUST BE LOW & DOWN MIDDLE OF MAC, YOU ARE P.O.A. - FOLD THE 90 IF NOSE IS COMING HOME - TAG & P.S. HAVE TO BE BLOCKED WELL AS YOU ARE P.O.A.	
OFFSIDE TACKLE	SINGLE WALL OFF ON OPEN SIDE MUST BLOC M.D. - TAG THE 90 & 40 STK, GOT TO BE LONGER & BETTER AS YOUR P.O.A. - T.E. NEXT TO YOU, WORK NORMAL SHUT OFF BUT BUBBLE ON YOUR GUARD THE TAKE BLOC WILL BE USED FOR CUT BACK POSSIBILITY, LE GUARD CLEAR, GET IN MIDDLE OF LB.	
QUARTER BACK	<ol style="list-style-type: none"> 1. SERIES DICTATES BALL HANDLING 2. TOSS ACTION. REVERSE TO FAKING BACK, THEN HAND BACK TO BC 3. PITCH ACTION - OPEN OUT TO FAKING BACK, THEN HAND BACK TO BC 4. NO SERIES CALL, OPEN TO BC, HAND OFF - FAKE PASS. 	
BALL CARRIER	SPRINT SPOT - NEAR LEG OF CENTER - SLIGHT LATERAL STEP TO ALLOW QB TO GET AROUND, VS ODD KEY NOSE VS. EVEN ALERT R-OR-L CALL, RUN DAYLITE.	
REMAINING BACK	SPRINT SPOT - SIDELINE DRIVE HARD ACCEPT QB'S FAKE, ALERT FOR WALL OFF TECHNIQUE WHEN ON WEAK SIDE BY GAME PLAN.	
SPLIT - X	THIS IS A QUICK HITTING PLAY, SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.	
FLANKER - Z	THIS IS A QUICK HITTING PLAY, SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.	
OFFSIDE		

2-3 HOLE AND BLOCKING SCHEMES

BROWN - P 32-33

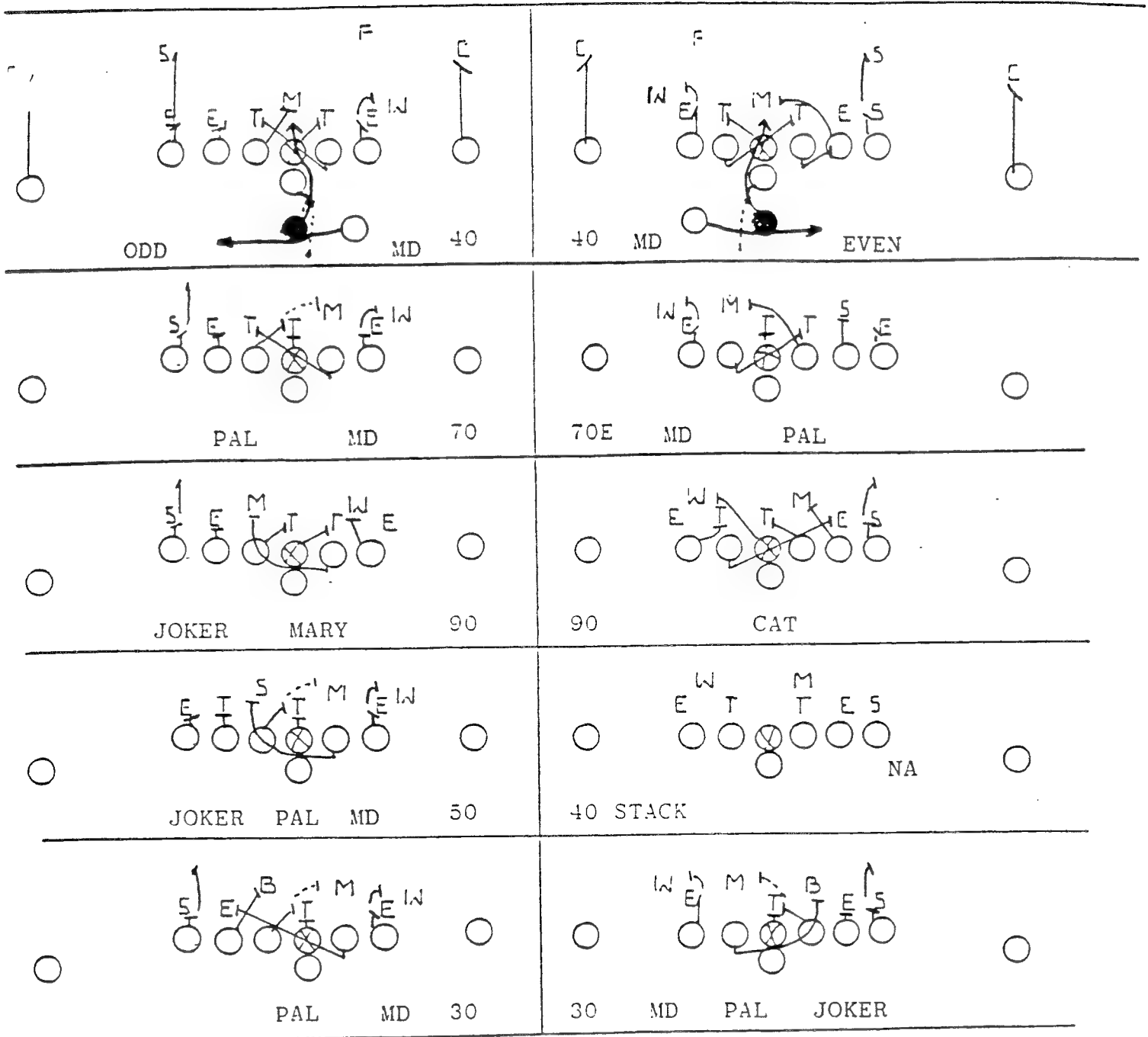
RED - TOSS 32-33 (WK)

RED - PITCH 22-23

RED - 22-23 WHAM

P33

P32



BLOCKING RULES

- Y - SLAM STUB - INSIDE RELEASE, S.S.
- PT - } CALL BLOCKING - ODD - EVEN - MARY - CAT - JOKER - M
- PG - } (AUTO ODD)
- C - }
- OFG - TRAP - M BLOC
- OFT - WALL OFF MOST DANGEROUS
- CUT BLOCK THE CORNER BACK
- X - CUT BLOCK THE CORNER BACK
- QB -
- EC - SPRINT SPOT - OFFSIDE LEG OF CENTER, STAY TIGHT, RUN DAYLITE
- RR - PLUNG SERIES, ACROSS BACKFIELD, OTHER ASSIGNMENTS BY GAME PLAN.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	INSIDE RELEASE - WALL OFF, STUB, STAY ON HIM IF HE PLAYS YOU TOUGH - IF HE GOES OUTSIDE, RELEASE FOR S.S. PRIMARY RESPONSIBILITY. KEEP STUB OUT OF PLAY.
PLAYSIDE TACKLE	ODD CALL, TURN D.E. OUTSIDE - EVEN CALL, GO QUICK & SHALLOW TO BLOCK MAC, GET HEAD IN FRONT, DRIVE HIM AWAY FROM HOLE - D.E. HEAD UP (TITE 3 POSITION) BUBBLE YOUR SIDE. MAKE JOKER CALL, TURN HIM OUT. BUBBLE YOUR SIDE, D.E. IN 4 POS., HEAD FAKE, GO BLOC MAC.
PLAYSIDE GUARD	ODD CALL, BLOCK MAC (MIGHT HAVE TO USE HEAD FAKE TO GET THRU) EVEN CALL, SHOW PASS OR DROP STEP PULL, TURN OUT ON D.E. - UNCOVER PAL PLOC NOSE WITH OCN OR BLOC NOSE ALONE WHEN MARY OR CAT CALL MADE BY YOUR OCN.
CENTER	UNCOVERED, BLOCK AWAY ON D.T., MOVE HIM, YOUR P.O.A. - NOSE MAN FIRE INTO MIDDLE #, MOVE HIM - MARY & CAT CALL - WHEN COVERED & ANOTHER DEF. LINEMAN COVERS TRAPPING GUARD BLOCK AWAY ON D.T. (STACK LB'ER - M BLOC CALL IF MAC MOVES UP REAL TITE ON YOUR HEAD - RESPONSIBLE FOR ODD, EVEN, MARY, CAT CALL.
OFFSIDE GUARD	TRAP D.T. INSIDE - OUT, EXPLODE ON CONTACT, WORK UP THRU HIM. MOVE HIM, SUSTAIN - JOKER CALL CHANGES YOUR TRAP TO INSIDE LB'ER SWAPPING ASSIGNMENTS WITH PLAYSIDE TACKLE - JOKER PULL, MIGHT HAVE TO PULL AROUND OTT TO GET TO LB'ER - HAVE TO READ ON GO.
OFFSIDE TACKLE	SHUTOFF D.E. - CAT CALL. WILL HAVE YOU SEALING OFF A DEF. LINEMAN TO YOUR INSIDE (OCN MAKES CALL) MARY CALL PUTS OCN ON 1ST LINEMAN AWAY FROM HIS NSOE, YOU'LL BLOCK #2 MAN, ON OR OFF LOS - VITAL M.D. BLOC STOPS PURSUIT.
QUARTER BACK	1. BACKFIELD SERIES DICTATES BALL HANDLING. 2. TOSS SERIES - REVERSE OUT TO FAKING BACK-HAND BACK TO BC - FAKE PASS 3. PITCH SERIES - OPEN OUT TO FAKING BACK - HAND BACK TO BC - FAKE PASS. 4. PLUNGE SERIES - OPEN TO FB - HAND OFF - FAKE PASS.
BALL CARRIER	SPRINT SPOT - OFFSIDE LEG OF CENTER, DON'T GET TOO WIDE. KNOW THE TYPE OF BLOCKING IS BEING USED. RUN DAYLITE.
REMAINING BACK	PLUNG SERIES, SPRINT ACROSS BACKFIELD. ANY OTHER ASSIGNMENT BY GAME PLAN.
SPLIT - X	THIS IS A TRAP PLAY UP THE MIDDLE. SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.
FLANKER - Z	THIS IS A TRAP PLAY UP THE MIDDLE. SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.
OFFSIDE TIGHT END	

TOSS 32 (WK)

TOSS 33 (WK)

BLOCKING RULES

- V - SHUTOFF STUB TO S.S.
- PT -
- PG - } CALL BLOCKING - ODD - EVEN - MARY - CAT - JOKER - M
- C - } (AUTO ODD)
- OFG - TRAP - M BLOC
- OFT - WALL OFF
- T - CUT BLOCK THE CORNER BACK
- X - CUT BLOCK THE CORNER BACK
- QB -
- PC - SPRINT SPOT - NEAR LEG OF CENTER = SLIGHT LATERAL STEP DRIVE FOR HOLF
- RB - SPRINT SPOT - SIDE LINE = OPEN - DRIVE HARD, ACCEPT TOSS FAKE.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	SHUT OFF STUB TO S.S.
PLAYSIDE TACKLE	ODD CALL, TURN D.E. OUTSIDE - EVEN CALL, GO QUICK & SHALLOW TO BLOCK MAC, GET HEAD IN FRONT, DRIVE HIM AWAY FROM HOLE, D.E. HE UP (TITE 3 POSITION) BUBBLE YOUR SIDE. MAKE LOUD JOKER CALL, TURN HIM OUT - BUBBLE YOUR SIDE, D.E. IN 4 POS., HEAD FAKE, GO BLOC MAC - 90 DEF., CUT OFF WILL.
PLAYSIDE GUARD	ODD CALL, BLOCK MAC (MIGHT HAVE TO USE HEAD FAKE TO GET THRU) EVEN CALL, SHOW PASS OR DROP STEP PULL, TURN OUT ON D.E. - UNCOVERED, PAL BLOC NOSE WITH OCN OR BLOC NOSE ALONE WHEN MARY OR CAT CALL MADE BY YOUR OCN.
CENTER	UNCOVERED, BLOCK AWAY ON D.T., MOVE HIM, YOUR P.O.A. NOSE MAN, FIRE INTO MIDDLE #, MOVE HIM - MARY & CAT CALL WHEN COVERED & ANOTHER DEF LINEMAN COVERS TRAPPING GUARD, BLOCK AWAY ON D.T. C STACK LB'ER - M BLOC CALL IF MAC MOVES UP REAL TITE ON YOUR HEA
OFFSIDE GUARD	TRAP D.T. INSIDE - OUT, EXPLODE ON CONTACT, WORK UP THRU HIM, MOVE HIM, SUSTAIN - JOKER CALL CHANGES YOUR TRAP TO INSIDE LB'E SWAPPING ASSIGNMENTS WITH PLAYSIDE TACKLE - JOKER PULL MIGHT HA TO PULL AROUND OTT TO GET TO LB'ER - HAVE TO READ ON GO.
OFFSIDE TACKLE	SHUT OFF D.E. - CAT CALL. WILL HAVE YOU SEALING OFF A DEF. LINEMAN TO YOUR INSIDE (OCN MAKES CALL) MARY CALL PUTS OCN ON 1ST LINEMAN AWAY FROM HIS NOSE YOU'LL BLOCK #2 MAN, ON OR OFF L.O.S.
QUARTER BACK	1. BACKFIELD SERIES DICTATES BALL HANDLING. 2. TOSS SERIES - REVERSE OUT TO FAKING BACK-HAND BACK TO BC - FAKE PASS 3. PITCH SERIES - OPEN OUT TO FAKING BACK - HAND BACK TO BC - FAKE PASS 4. PLUNGE SERIES - OPEN TO FB - HAND OFF - FAKE PASS.
BALL CARRIER	SPRINT SPOT - NEAR LEG OF CENTER - A SLIGHT LATERAL STEP TO ALLOW QB TO GET AROUND, ACCEPT BALL - RUN DAYLITE CP: KNOW WHAT TYPE OF BLOCKING IS BEING USED. P.S.L. WILL ALERT YOU.
REMAINING BACK	SPRINT SPOT - SIDELINE, OPEN DRIVE HARD, ACCEPT QB'S TOSS FAKE = ASSIGNMENT MAY CHANGE BY GAME PLAN.
SPLIT - X	THIS IS A TRAP PLAY UP THE MIDDLE. SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.
FLANKER - Z	THIS IS A TRAP PLAY UP THE MIDDLE. SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.
OFFSIDE TIGHT END	

PITCH 23

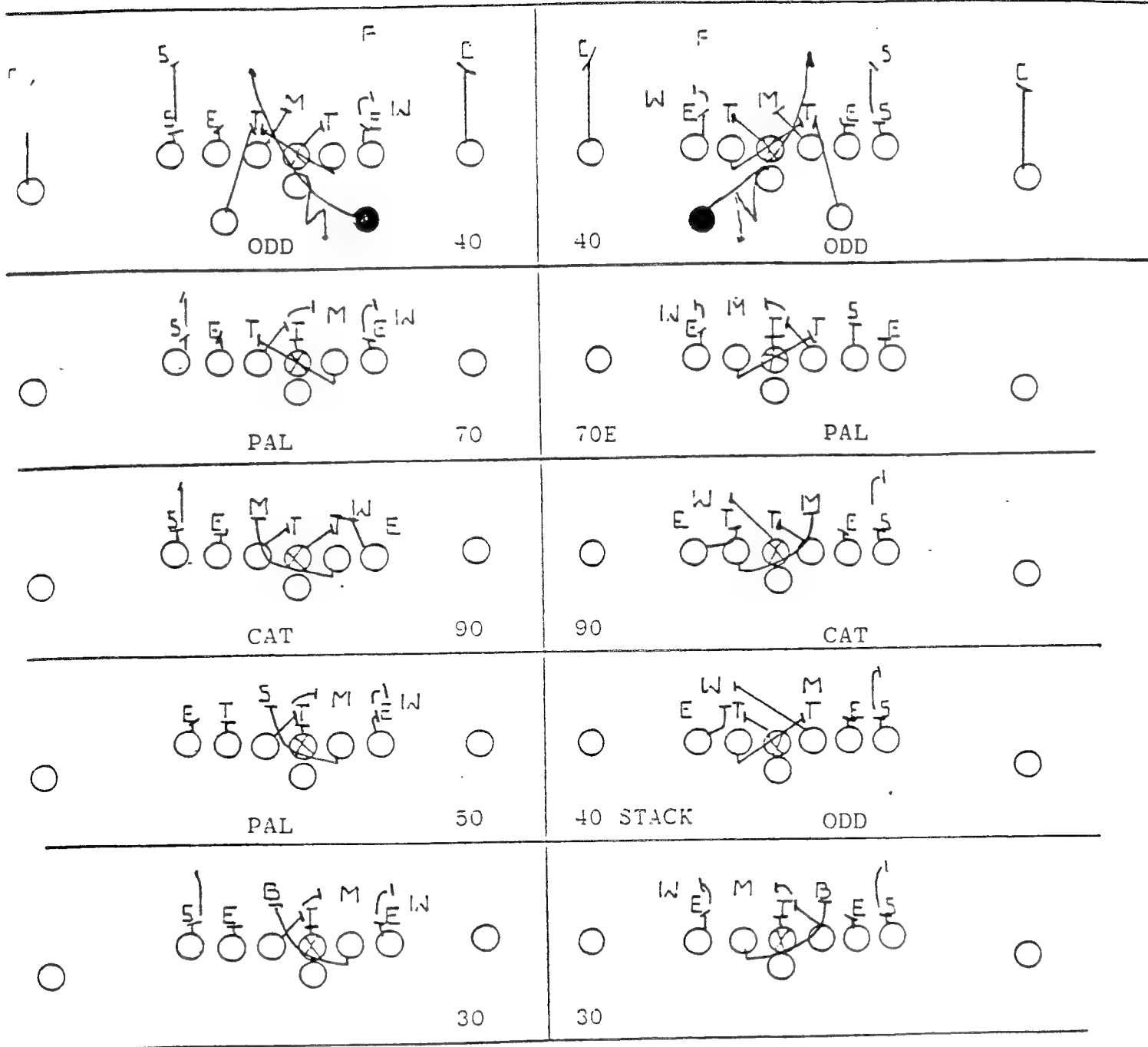
PITCH 22

BLOCKING RULES

- SLAM STUB - INSIDE RELEASE S.S.
- } CALL BLOCKING - ODD - EVEN - CAT - JOKER - MARY
- TRAP - M BLOC
- WALL OFF MOST DANGEROUS (MD)
- CUT BLOCK THE CORNER BACK
- CUT BLOCK THE CORNER BACK
-
- SPRINT SPOT - NEAR LEG OF CENTER = SLIGHT LATERAL STEP DRIVE FOR HOLE= RUN DAYLITE.
- SPRINT SPOT - SIDE LINE = OPEN DRIVE HARD, ACCEPT PITCH FAKE.

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	INSIDE RELEASE - WALL OFF STUB, STAY ON HIM IF HE PLAYS YOU TOUGH - IF HE GOES OUTSIDE, RELEASE FOR S.S. PRIMARY RESPONSIBILITY, KEEP STUB OUT OF PLAY.	
PLAYSIDE TACKLE	ODD CALL, TURN D.E. OUTSIDE - EVEN CALL, GO QUICK & SHALLOW TO BLOCK MAC, GET HEAD IN FRONT, DRIVE HIM AWAY FROM HOLE - D.E. HEAD UP (TITE 3 POSITION) BUBBLE YOUR SIDE. MAKE JOKER CALL, TURN HIM OUT - BUBBLE YOUR SIDE, D.E. IN 4 POS, HEAD FAKE, GO BLOC MAC	
PLAYSIDE GUARD	ODD CALL, BLOCK MAC (MIGHT HAVE TO USE HEAD FAKE TO GET THRU) EVEN CALL, SHOW PASS OR DROP STEP PULL, TURN OUT ON D.E. - UNCOVERED PAL BLOC NOSE WITH OCN OR BLOC NOSE ALONE WHEN MARY OR CAT CALL MADE BY YOUR OCN.	
CENTER	UNCOVERED, BLOCK AWAY ON D.T., MOVE HIM, YOUR P.O.A. - NOSE MAN, FIRE INTO MIDDLE #, MOVE HIM. MARY & CAT CALL WHEN COVERED & ANOTHER DEF LINEMAN COVERS TRAPPING GUARD, BLOCK AWAY ON D.T. OR STACK LB'ER - M BLOC CALL IF MAC MOVES UP REAL TITE ON YOUR HEAD - RESPONSIBLE FOR ODD, EVEN, MARY, CAT CALLS.	
OFFSIDE GUARD	TRAP D.T. INSIDE - OUT, EXPLODE ON CONTACT, WORK UP THRU HIM, MOVE HIM, SUSTAIN. JOKER CALL CHANGES YOUR TRAP TO INSIDE LB'ER, SWAPPING ASSIGNMENTS WITH PLAYSIDE TACKLE - JOKER PULL, MIGHT HAVE TO PULL AROUND OTT TO GET TO LB'ER - HAVE TO READ ON GO.	
OFFSIDE TACKLE	SHUT OFF D.E. - CAT CALL. WILL HAVE YOU SEALING OFF A DEF LINEM. TO YOUR INSIDE (OCN MAKES CALL) MARY CALL PUTS OCN ON 1ST LINE AWAY FROM HIS NOSE, YOU'LL BLOCK #2 MAN, ON OR OFF LOS - VITAL M.D. BLOC STOPS PURSUIT.	
QUARTER BACK	<ol style="list-style-type: none"> 1. BACKFIELD SERIES DICTATES BALL HANDLING. 2. TOSS SERIES - REVERSE OUT TO FAKING BACK-HAND BACK TO BC - FAKE PASS 3. PITCH SERIES - OPEN OUT TO FAKING BACK - HAND BACK TO BC- FAKE PASS 4. PLUNGE SERIES - OPEN TO FB - HAND OFF - FAKE PASS. 	
BALL CARRIER	SPRINT SPOT - NEAR LEG OF CENTER - A SLIGHT LATERAL STEP TO ALLOW QB TO GET AROUND. ACCEPT BALL, RUN DAYLITE. CP: KNOW WHAT TYPE BLOCKING IS BEING USED.	
REMAINING BACK	SPRINT SPOT - SIDELINE, OPEN DRIVE HARD, ACCEPT QB'S PITCH FAKE.	
SPLIT - X	THIS IS A TRAP PLAY UP THE MIDDLE SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.	
FLANKER - Z	THIS IS A TRAP PLAY UP THE MIDDLE - SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.	
OFFSIDE		



BLOCKING RULES

- Y - SLAM STUB - INSIDE RELEASE S.S.
- PT - M BLOC
- PG - BLOC 1ST MAN INSIDE (ON OR OFF LOS)
- C - BLOC AWAY OR ON
- OFG - TRAP 1ST MAN ON OR OFF LOS WITH RB
- OFT - SINGLE WALL OFF (M.D.)
- CUT BLOCK THE CORNER BACK
- CUT BLOCK THE CORNER BACK
- QB -
- BC - SPRINT SPOT - INSIDE LEG OF CALL SIDE GUARD, LEAD STEP - ON CROSS OVER READ WHAM BLOCK
- BB - SPRINT SPOT - OUTSIDE LEG OF CALL SIDE GUARD, BIM BLOCK MAN ON LOS

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	INSIDE RELEASE - WALL OFF STUB - STAY ON HIM IF HE TOUGH - IF HE GOES OUTSIDE, RELEASE FOR S.S. - PRI RESPONSIBILITY, KEEP STUB OUT OF PLAY.	
PLAYSIDE TACKLE	BASE BLOC #2 - DRIVE HIM TO OUTSIDE - DON'T ALLOW P MUST SUSTAIN & MOVE HIM.	
PLAYSIDE GUARD	BLOC 1ST MAN TO INSIDE, ON OR OFF THE LOS - BLOCKING ON NOSE WITH OCN IS PAL BLOC, SOMEONE MUST COME OFF. CAN GET CAT OR MARY CALL FROM OCN, PUTS YOU M/M ON NO CANNOT ALLOW PENETRATION OR SPIN BACK.	
CENTER	BLOC AWAY ANYTIME THERE IS A MAN ON LOS OVER OFF GUARD OVER OFF GUARD, PAL BLOC WITH PLAYSIDE GUARD ON NOSE & BLOC ALL DEFENSES ODD.	
OFFSIDE GUARD	TRAP #1 MAN, ON OR OFF LOS, WITH BACK - ALERT SE SINK I FIGHT THRU HOLE & LOOK FOR BACKSIDE LB'ER.	
OFFSIDE TACKLE	SINGLE WALL OFF, DE OR WILL (MD) - CAT CALL WILL HAVE YO OFF A DEF. LINEMAN TO YOUR INSIDE (OCN MAKES CALL) - MAR PUTS OCN ON 1ST LINEMEN AWAY FROM HIS NOSE, YOU'LL BLOC MAN, ON OR OFF LOS. - VITAL M.D. BLOC STOPS PURSUIT.	
QUARTER BACK	1. OPEN TO BC - GET DEEPER THAN NORMAL 2/3 HOLE MESH POI 2. HAND-OFF 3. RETREAT AND FAKE PASS 4. LEAD WHAM CALL - USE LEAD SERIES TECHNIQUES - REVERSE	
BALL CARRIER	SPRINT SPOT - INSIDE LEG OF PLAY SIDE GUARD, LEAD STEP-ON OVER READ WHAM BLOCK RUN DAYLITE. ALERT-VS. BUBBLE, DE SINKS, KEY OG AND FB COURSES. LEAD CALL - RUN TIGHT 4-5 LEAD HOLE COURSE TO HOLE.	
REMAINING BACK	SPRINT SPOT - OUTSIDE LEG OF PLAYSIDE GUARD: DOUBLE MAN ON WITH OFF GUARD, INSIDE SHOULDER BIM BLOCK: PLAY SIDE GUARD UNCOVERED GO THROUGH FOR LB'ER. ALL TECHNIQUES APPLY. DO STOP IN HOLE. READ ON MOVE. VS BUBBLE, DE SINK, GO AROUND BLOCK INSIDE LB'ER.	
SPLIT - X	THIS IS A PLAY THAT STAYS BETWEEN THE 4 AND 5 HOLE. SPRINT THE CORNER BACK AND CUT BLOCK HIM.	
FLANKER - Z	THIS IS A PLAY THAT STAYS BETWEEN THE 4 AND 5 HOLE. SPRINT THE CORNERBACK AND CUT BLOCK HIM.	
OFFSIDE TIGHT END		

4-5 HOLE & BLOCKING SCHEMES

BROWN - SLANT 34-35

BROWN - 34-35M

BROWN & RED - DIVIDE 34-25 HAND-BACK

BROWN - JAB 34-35

BROWN - PLUNGE 34-35 TRAP

GREEN & RED - LEAD 24-35M

I - COUNTER 24-25 READ

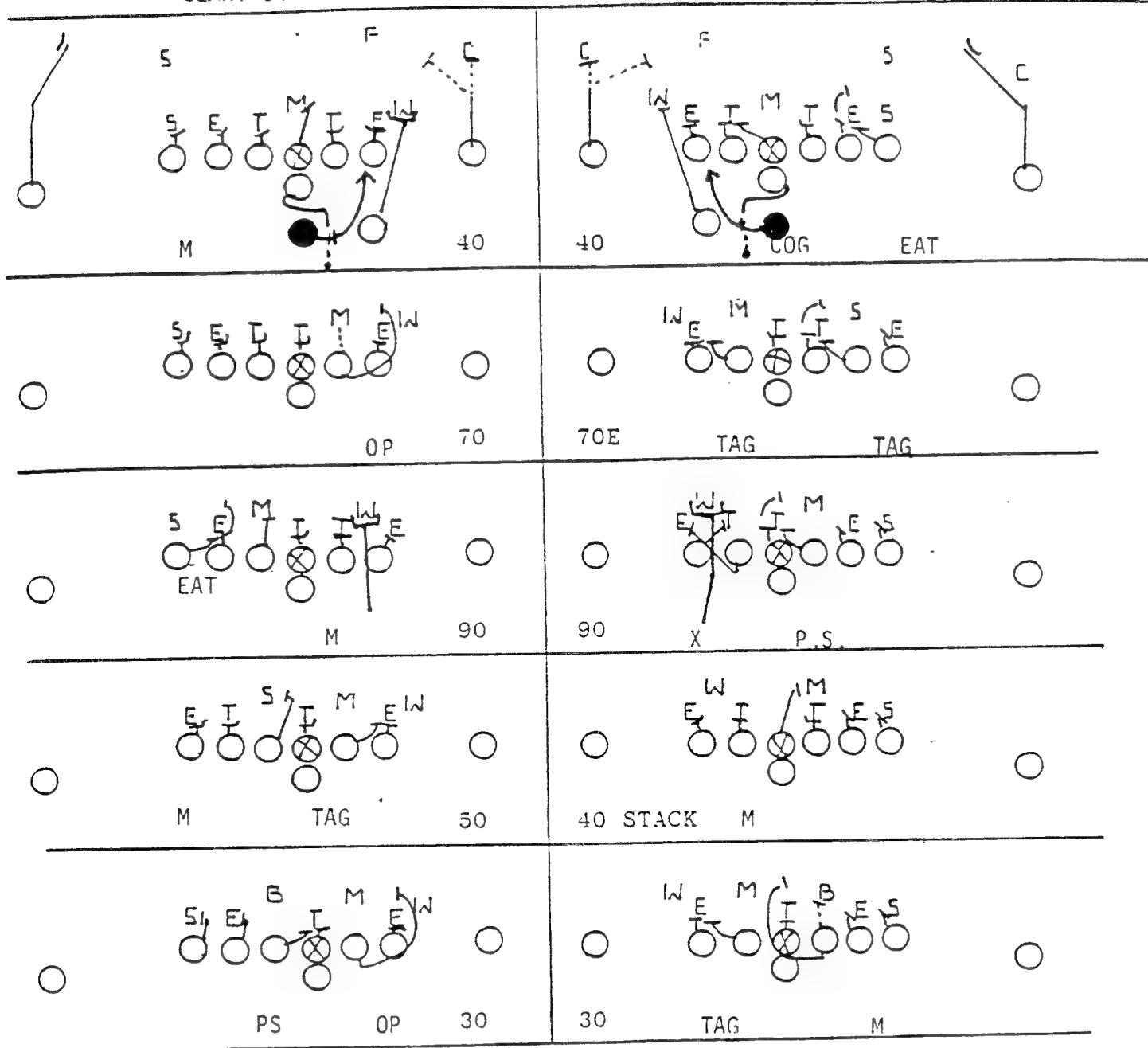
RED - 34-24 (DIVE)

RED - 34-35 TRAP (WK)

RED - 34-35 COUNTER

SLANT 34

SLANT 35

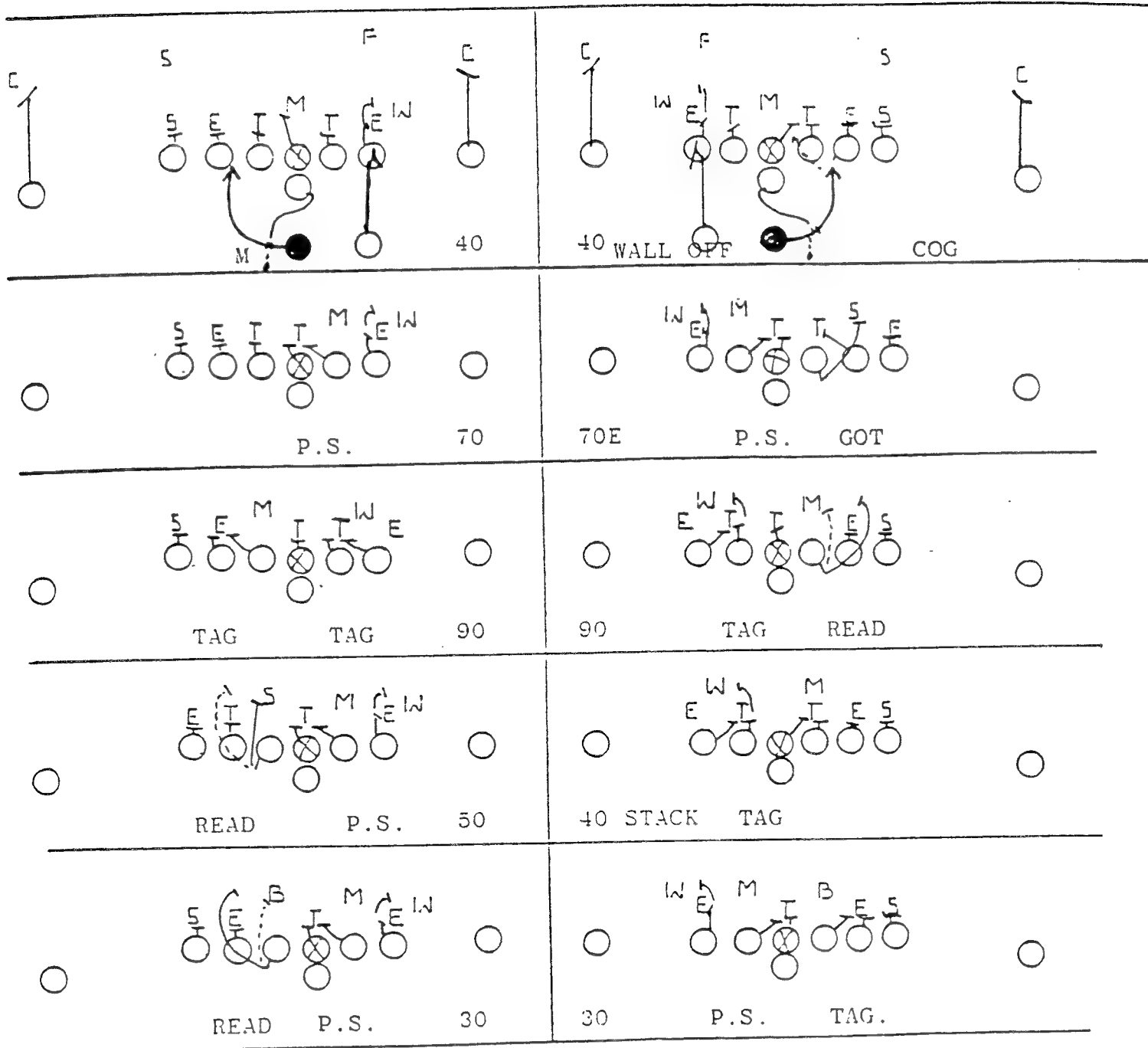


BLOCKING RULES

- Y - EM LOS - POSSIBLE EAT - (USE X AS DUMMY CALL).
- PT - M BLOC - TAG - X
- PG - M BLOC - TAG - OPTION - COG - X
- C - M BLOC - COG - POWER SNAPPER
- OFG - M BLOC - POWER SNAPPER - OPTION - TAG
- OFT - M BLOC - EAT - (MAKE DUMMY X CALL)
- Z - CUT OFF CORNER BACK
- OPTION BLOCK
- QB -
- BC - SPRINT SPOT-ROLL TO OUTSIDE LEG OF PLAYSIDE TACKLE, KEY OT'S BLOCK RUN DAYLITE.
- RB - LEAD STEP FOR MIDDLE OF WILL, BUTT BLOCK TECHNIQUE.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	SLAM STUB, WORK FOR INSIDE POSITION, STAY ON HIM, KEEP HIM FROM MAKING PLAY - EAT CALL WHEN YOU CAN'T BLOCK STUB, GOT TO WORK HEAD INSIDE AND GET POSITION ON END. ALERT FOR LIGHTENING FORCE, YOU OR OTT WILL BLOCK ROVE
PLAYSIDE TACKLE	EXPLODE INTO #2 MAN'S MIDDLE - KNOCK HIM OFF LOS - TAKE HIM WHERE HE WANTS GO - SUSTAIN BUBBLE YOUR SIDE, MAKE POSITION CALL 3 OR 4, TO YOUR GUARD, SET UP TAG OR OPTION PULL. 3 CALL (TAG) OUTSIDE FOOT 1ST, AIM OUTSIDE NIPPLE, EXP OFF LOS READING AS YOU GO - INSIDE STUNT, CONTINUE THROUGH FOR MAC, NO STUNT STAY ON HIM - POSSIBLE X BLOC VS. 90, RUN GOOD DOWN BLOC.
PLAYSIDE GUARD	M BLOC #1 MAN, PLAY SIDE #, STAY ON HIM SUSTAIN - BUBBLE ON YOU, ALERT FOR 3 or 4 CALL FROM YOUR OTT - 3 CALL RUN TAG BLOCK - 4 CALL, RUN OPTION PULL ON MAC - 40 DEF, COG BLOC WITH OCN ON D.T., NO COG THEN M BLOC.
CENTER	M CLOC # 0 MAN - VS 40, DEPTH OF MAC - D.T.'S POSITION WILL EFFECT YOUR BLOCKING CELL - M CALL PUTS YOU ON MAC OR NOSE ALONE - COG CALL PUTS YOU ONSIDE GUARD ON D.T. AND MAC - MAN ON NOSE, BUBBLE OFFSIDE, YOU WILL MAKE POWER SNAPPER CALL TO YOUR OFF GUARD AND WORK BUDDY BLOC WITH HIM ON NOSE MAC.
OFFSIDE GUARD	M BLOC #1 MAN - KEEP HIM AWAY FROM PLAYSIDE WITH BUTT WHEEL BLOC, GOOD CUT BACK BY B.C. IS POSSIBLE - POSSIBLE TAG WITH OTT VS. 70E - BUBBLE ON YOU, ALERT FOR P.S. CALL - IF YOU GET M CALL FROM OCN, IT'S YOUR JUDGEMENT, TO GO STRAIGHT THROUGH FOR LBer OR TO PULL AROUND OCN (OPTION PULL).
OFFSIDE TACKLE	INSIDE # SHUT OFF - USE BUTT WHEEL ON SCRAMBLE - D.E. WIDE, USE EAT CALL - BE ALERT FOR LIGHTENING FORCE AND ROVER WAY INSIDE, YOU'LL HAVE TO BLOC HIM.
QUARTER BACK	<ol style="list-style-type: none"> 1. REVERSE PIVOT DEED. 2. MEET BC AS DEEP AS POSSIBLE. 3. HAND OFF. 4. FAKE PASS.
BALL CARRIER	SPRINT SPOT - ROLL TO OUTSIDE LEG OF O.T. ON CROSS OVER YOU SHOULD BE GAINING GROUND, 3RD STEP SHOULD ROLL YOU TO HOLE, KEY CALL SIDE TACKLES BLOCK RUN TO DAYLITE.
REMAINING BACK	LEAD STEP - FOR WILL, BUTT BLOCK WILL, KNOCK HIM OFF L.O.S. SUSTAIN VS 90 DEF ALERT POSSIBLE X BLOCK, VS WILL IN 2 GAP, ALERT GAP CALL BLOCK FIRST MAN OUTSIDE OTS BLOCK.
SPLIT - X	OPTION BLOCK THE FORCE. READ THE M.D.M. AND BLOCK FORCE.
FLANKER - Z	CUT OFF THE CORNERBACK. C.P. IF A CORNERBACK IS IN A CROWD OR CLOUD POSITION FADE HIM.
OFFSIDE TIGHT END	



BLOCKING RULES

- Y - E.M.L.O.S.
- PT - M BLOC - TAG - GOT
- PG - COG - TAG - GOT - M-READ
- C - M - COG - P.S.
- OFG - M - P.S. - TAG
- OFT - WALL OFF - TAG
- Z - CUT BLOCK CORNER BACK
- X - CUT BLOCK CORNER BACK
- QB -
- BC - SPRINT SPOT - ROLL TO OUTSIDE LEG OF PLAYSIDE TACKLE. KEY OT -
- RB - TO - OG'S BLOCK
- WALL OFF WITH TACKLE C.P.: ACROSS BACKFIELD I-FORMATION

COACHING POINTS

34-35 BASE (STRONG)
ALSO JAB - DIVIDE

FORMATIONS:	SPLITS:
TIGHT END	SHUT OFF EMLOS - KEEP HIM TO OUTSIDE - DRIVE FOR INSIDE #, TURN HIM OUT - IF HE STUNTS INSIDE, DRIVE HIM DOWN BUT ALLOW NO PENETRATION.
PLAYSIDE TACKLE	M BLOC #2 MAN - DRIVE FACE FOR HIS MIDDLE. STAY ON HIM, BC WIL RUN OFF YOUR BLOC - READ & TAG BLOC WILL BE USED ON BUBBLE - GOT BLOC WILL BE RUN VS 70E.
PLAYSIDE GUARD	M BLOC #1 MAN - COG 40 & 40 STK WITH YOUR OCN - TAG & READ BLOCS VS. THE BUBBLE WITH YOUR OTT - VS. THE 70E, RUN GOT WITH YOUR OTT - ONCE INTO DEF. MAN, STAY UP & ON HIM.
CENTER	COG BLOC THE 40 & 40 STK DEF. - GOT TO GET MOVEMENT - RUN POWER SNAPPER VS. 70, 70E, 30 & 50 - DON'T RUSH THE P.S., GET HIM BACK & STAY UP ON HIM - ALOT OF CUTBACK POSSIBILITIES.
OFFSIDE GUARD	M BLOC #1 MAN, KEEP HIM FROM PLAYSIDE PURSUIT - ANY BUBBLE ON YOU PUTS YOU IN POWER SNAPPER WITH YOUR OCN - STAY UP & MOVE HIM - TAG BLOC THE 40 STK & 90, GOT TO GET PURSUIT CUTOFF.
OFFSIDE TACKLE	RUN WALL OFF WITH R.B. - VS. 90 & 40 STK, RUN TAG WITH YOUR GUARD.
QUARTER BACK	1. REVERSE PIVOT DEEP 2. MEET BC AS DEEP AS POSSIBLE 3. HAND - OFF 4. FAKE PASS
BALL CARRIER	SPRINT SPOT - ROLL TO OUTSIDE LEG OF PLAYSIDE TACKLE, KEY OT - TO OG'S BLOCK, ALWAYS ALERT FOR POSSIBLE CUT BACK, RUN TO DAYLITE.
REMAINING BACK	SPRINT SPOT = INSIDE LEG OF OFFSIDE TACKLE WALL OFF BLOCK, SUSTAIN WALL BLOCK, PLAY MAY CUT BACK. C.P.: ACROSS BACKFIELD I-FORMATION.
SPLIT - X	THIS IS A QUICK HITTING PLAY AWAY FROM YOU. SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.
FLANKER - Z	THIS IS A QUICK HITTING PLAY - SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.
OFFSIDE TIGHT END	

DIVIDE 34/35 HAND-BACK

DIVIDE 24/25 HAND-BACK

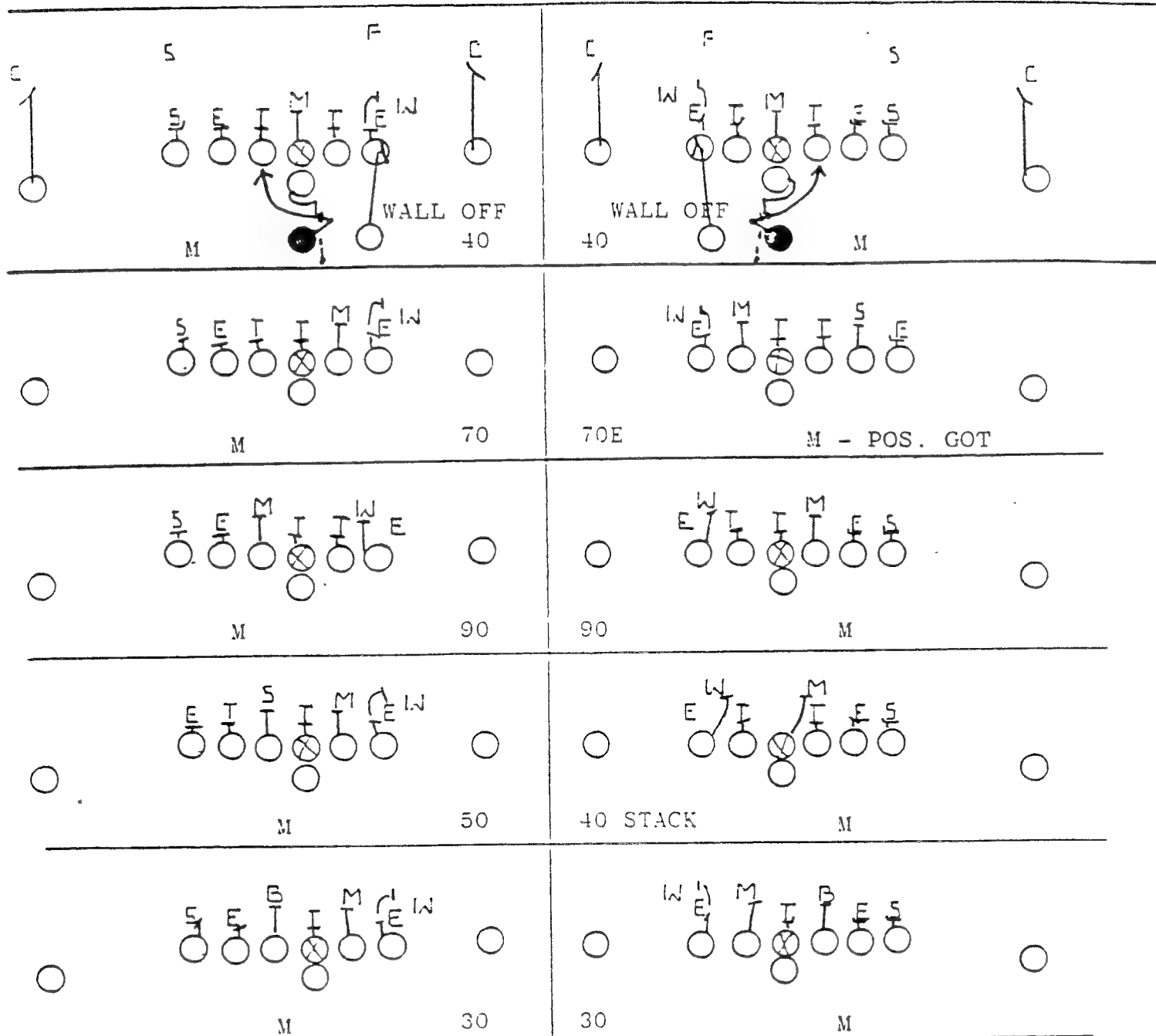
<p>WALL 40</p>	<p>40</p>
<p>70</p>	<p>70E</p>
<p>POS OP TAG 90</p>	<p>90 TAG</p>
<p>TAKE 50</p>	<p>40 STACK TAG COG</p>
<p>TAKE 30</p>	<p>30 M</p>

BLOCKING RULES

- Y - WALL OFF STUB TO S.S. (ALERT LIGHTENING FORCE)
- PT - SINGLE WALL OFF (NO TE)-SHUT OFF DE WITH TE NEXT TO YOU, CAN TAKE 50 & 30 TAG 40 STACK & 90.
- PG - M BLOC - TAG 40 STACK & 90.
- C - M BLOC - ZONE STEP 40 STACK
- OFG - M BLOC - TAG 90.
- OFT - M BLOC - OPEN YOUR SIDE, WALL OFF WITH HB - TAG 90 DEF.
- Z - CUT BLOCK CORNERBACK
- X - CUT BLOCK CORNERBACK
- QB -
- BC - LEAD STEP - SPRINT SPOT TAIL OF ONSIDE GUARD, RUN DAYLITE.
- RB - DRIVE STRAIGHT AHEAD, ALLOW NO ONE ACROSS FACE, WALL OFF.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	SLAM STUB TO OUTSIDE, IF HE FIGHTS BACK TO INSIDE, STAY ON HIM. IF HE LOOSENS TO OUTSIDE, RELEASE D.F. FOR S.S.
PLAYSIDE TACKLE	NO TE NEXT TO YOU, RUN SINGLE, WALL OFF, MUST BLOC M.D., D.E. OR WILL - VS THE 90 & 40 STACK, RUN TAG WITH YOUR GUARD, STAY WITH IT LONGER, TRYING TO GET TO D.T. ALONE.
PLAYSIDE GUARD	DRIVE MAN ON, BACK, EXPLODE DOWN HIS MIDDLE, GET MOVEMENT, SUSTAIN IT - DON'T LET HIM PENETRATE - INSIDE CHARGE. DRIVE HI INSIDE - VS 90 & 40 STACK, RUN TAG, STAY WITH IT LONGER, GIVIN YOUR OTT THE OPPORTUNITY TO BLOC THE D.T. ALONE AS YOU GO THRU FOR WILL - ALERT RAM CHARGE, YOU'LL BE ALONE ON D.T. VS 90 & 4 STK.
CENTER	M BLOC - DRIVE INTO NOSE OR MAC, EXPLODE ON CONTACT, MOVE HIM SUSTAIN - CAN FOLD SINGLE GAP SITUATION - VS 40 STK, COG WITH YOUR OFF GUARD TO HANDLE THE STACK SITUATION.
OFFSIDE GUARD	M BLOC - DRIVE FOR INSIDE # OF D.T., EXPLODE, GET MOVEMENT, TURN HIM OUT, DON'T LET HIM PENETRATE-LB'ER., GET DOWN HIS MIDDLE, LOW & TOUGH, MOVE HIM, DON'T CUT, PUSH HIM BY THE HOL TAG 90 STAY ON D.T. LONGER TO GIVE YOUR O T. A BETTER CHANCE T BLOC D.T. ALONE. - VS. 40 STK. OCN WILL COG TO STACK, DOO DAD I
OFFSIDE TACKLE	M BLOC - TE NEXT TO YOU, DRIVE FOR INSIDE # OF D.E., TURN HIM OUT - DRIVE THRU FOR STUB ON 70E, GET DOWN HIS MIDDLE, MOVE HIM, SUSTAIN - NO T.E. NEXT TO YOU. RUN WALL OFF WITH BACK - RUN TAG VS. 90.
QUARTER BACK	1. OPEN TO FAKING BACK - MAKE A TOKEN FAKE. 2. AFTER FAKE REVERSE PIVOT BACK TO BC - HAND OFF 3. FAKE PASS
BALL CARRIER	LEAD STEP = SPRINT SPOT TAIL OR ONSIDE GUARD. BE SURE TO GET MAX. DEPTH ON ALIGNMENT, TO ALLOW QB TO GET AROUND. PLAY MAY BREAK ANY PLACE AT L.O.S.
REMAINING BACK	DRIVE STRAIGHT.AHEAD. IF YOU ARE WEAK SIDE, YOU HAVE WALL OFF WITH TACKLE. IF YOU ARE STRONG SIDE, DRIVE FOR GUARDS OUTSIDE LEG. ALLOW NO COLOR TO CROSS FACE. NOTE = STAY WITH BLOCK. PLAY MAY BREAK YOUR SIDE.
SPLIT - X	THIS IS A QUICK HITTING PLAY. SPRINT TO THE CORNERBACK AND CUTBLOCK CORNERBACK.
FLANKER - Z	THIS IS A QUICK HITTING PLAY. SPRINT TO THE CORNERBACK AND CUTBLOCK CORNERBACK.
OFFSIDE TIGHT END	



BLOCKING RULES

Y - TURN EMLOS OUTSIDE - KEEP HIM THERE

PT - M BLOC

PG - M BLOC

C - M BLOC

OFG - M BLOC

OFT - WALL OFF WITH R.B.

T - CUT THE CORNER BACK

X - CUT THE CORNER BACK

QB -

EC - JAB STEP - SPRINT SPOT - TAIL OF CALL SIDE GUARD - ACCEPT BALL
 RUN DAYLITE

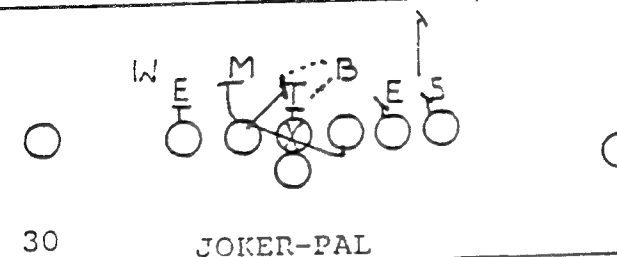
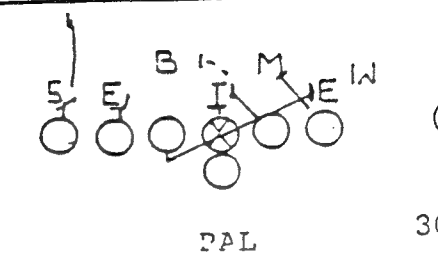
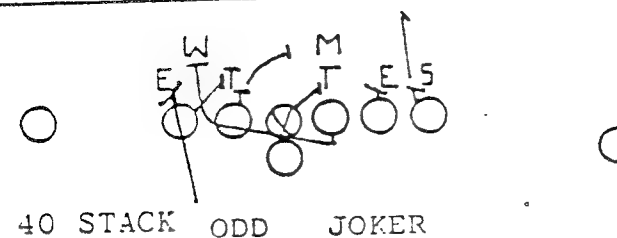
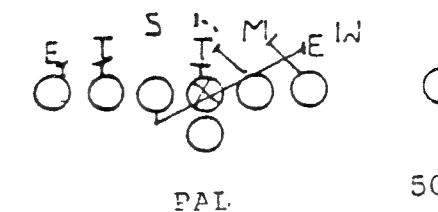
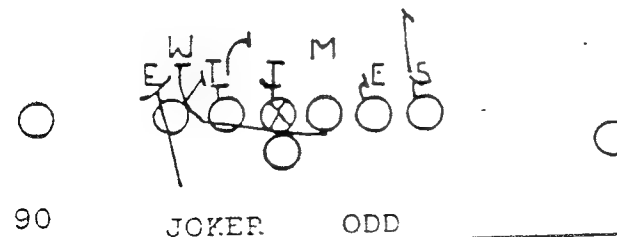
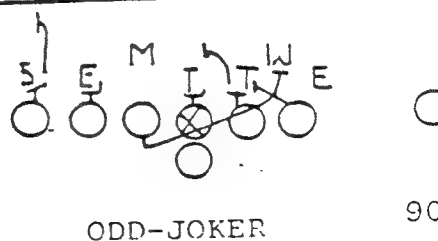
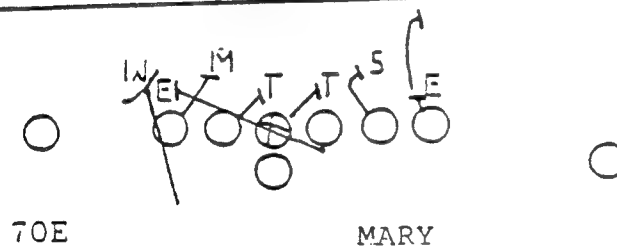
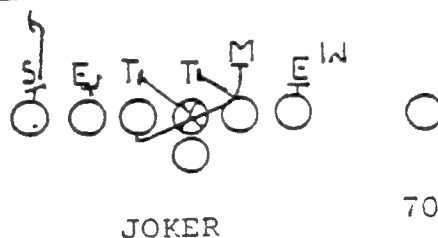
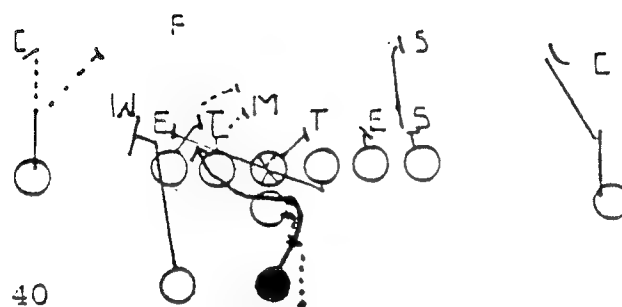
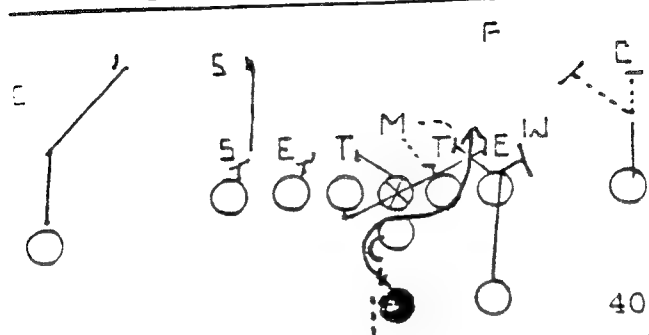
AB - WALL OFF WITH OFFSIDE TACKLE

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	DRIVE INTO EMLOS INSIDE #, QUICKLY GET INSIDE POSITION - KEEP HIM OUTSIDE - SUSTAIN YOUR BLOC - INSIDE CHARGE, CUT OFF PENETRATION, COLLAPSE HIM.
PLAYSIDE TACKLE	M BLOC #2 MAN - EXPLODE INTO HIS INSIDE #, TURN HIM OUT, KEEP HIM THERE - LB'ER BLOC, DRIVE LOW FOR HIS MIDDLE, TAKE HIM BACK, SUSTAIN - POS. GOT VS. THE 70E - INSIDE CHARGE, STOP THE PENETRATION, COLLAPSE HIM.
PLAYSIDE GUARD	M BLOC #1 MAN - EXPLODE INTO HIS MIDDLE, ESTABLISH A RUNNING LANE - SUSTAIN YOUR BLOC - LB'ER BLOC, DRIVE FOR HIS MIDDLE, ANTICIPATE SOME MOVEMENT TO JAB FAKE SIDE, HIT HIM LOW, TAKE HIM BACK, SUSTAIN - POSSIBLE GOT VS. THE 70E DEF.
CENTER	M BLOC #0 MAN - DRIVE FOR MAC'S MIDDLE, HE MIGHT START WITH FLOW WHICH WILL GIVE YOU GOOD POSITION - DRIVE HIM AWAY FROM THE HOLE - NOSEMAN, DRIVE FOR HIS MIDDLE, LET HIM BITE A LITTLE TO JAB, THEN DRIVE HIM BACK - SUSTAIN ONCE YOU GET POSITION.
OFFSIDE GUARD	M BLOC #1 MAN - DRIVE INTO D.T.'S INSIDE #, WORK FOR INSIDE POSITION QUICKLY, MOVE HIM AWAY FROM THE HOLE - BUBBLE, DRIVE STRAIGHT FOR MAC, ALLOW FOR FLOW, GET CLOSE INSIDE POSITION, DRIVE HIM AWAY.
OFFSIDE TACKLE	WALL OFF WITH R.B. - SLAM D.E. AS YOU GO THRU TO CUT OFF WILL - VS. 40 STK & 90, DRIVE STRAIGHT THRU FOR WILL, ALLOW FOR FLOW, GET CLOSE, INSIDE POSITION, DRIVE HIM AWAY.
QUARTER BACK	1. REVERSE PIVOT - FAKE SLANT 34-35 2. PIVOT BACK TO BC 3. GET BALL BACK TO BC AS DEEP AS POSSIBLE 4. SET UP FOR PASS
BALL CARRIER	JAB STEP AWAY FROM P.O.A. - SPRINT SPOT - TAIL OF CALL SIDE GUARD. ACCEPT BALL - KEY CALL SIDE GUARD AREA. RUN TO DAYLITE.
REMAINING BACK	WALL OFF WITH OFFSIDE TACKLE.
SPLIT - X	THIS IS A QUICK HITTING PLAY AWAY FROM YOU. SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.
FLANKER - 2	THIS IS A STRONG SIDE 4 OR 5 HOLE PLAY. SPRINT TO THE CORNER BACK AND CUT BLOCK HIM.
OFFSIDE TIGHT END	

PLUNGE 34 TRAP

PLUNGE 35 TRAP



BLOCKING RULES

- Y - SLAM EMLOS TO S.S.
- PT - DO DAD WITH G ON D.T. - MAC - JOKER
- PG - DO DAD WITH T ON D.T. - MARY - CAT - PAL
- C - BLOC AWAY - MARY - CAT - PAL
- OFG - TRAP #2 - ALERT JOKER
- OFT - SHUT OFF #2 MAY - POSSIBLE CAT
- L - CUT OFF CORNER BACK
- N - OPTION BLOCK FORCE
- QB -
- BC - SPRINT SPOT - LEG OF CENTER AWAY FROM CALL - Crossover.
- BC - SPRINT SPOT - TAIL OF TACKLE BLK END MAN ON LINE

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	RELEASE INSIDE FOR S.S. - 50 DEF, SHUT OFF D.E.
PLAYSIDE TACKLE	MAN ON GUARD, RUN DO-DAD BLOC WITH HIM - IF D.T.'S HIP DISAPPEARS INSIDE, ADJUST TO MAC - ALWAYS COME OFF BALL WITH ALOT OF POWER. ALWAYS READY FOR OUT CHARGE BY D.T. - AIM FACE FOR D.T.'S NEAR HIP - VS BUBBLE MAKE JOKER CALL IF NEEDED AND BLOCK D.E. VS 90, BLOC DOWN ON D.T., SOME HELP FROM GUARD - VS. 40 STK, DOWN BLOC ALONE.
PLAYSIDE GUARD	MAN ON, DO-DAD WITH OTT - AIM OUTSIDE SHOULDER FOR D.T.'S INSIDE IF HE GOES OUT, BLOC MAC - IF HE PLAYS IT STRAIGHT, DRIVE HIM BACK, LOOK FOR MAC - VS 90, DO-DAD, LOOK FOR MAC - ALERT FOR MAC OR CAT CALL, YOU WILL DOWN BLOC NOSE MAN - DON'T BE SLOW OR SOFT ON DO-DAD, GOT TO COME OFF WITH ALOT OF P&P (PEP & POWER) IN CASE HE STUNTS INTO YOU.
CENTER	BLOC AWAY ANY TIME THERE IS A MAN ON L.O.S. OVER OFF GUARD - DON'T LET HIM PENETRATE OR SPIN OUT - ODD FRONT, OFF GUARD COVERED MARY OR CAT CALL TO OFF TACKLE TO HANDLE WK D.T. AND INSIDE LB'ER - VS 30, PAL BLOC WITH PLAY SIDE GUARD.
OFFSIDE GUARD	PULL, TRAP 4-5 HOLE AREA - ESTABLISH A GOOD INSIDE-OUT ANGLE IMMEDIATELY, EXPLODE ON LOW CONTACT, DRIVE HIM OUT - IF HE CLOSES, LOC HIM - BE ALERT FOR JOKER CALL FROM PLAYSIDE OTT, IF HE IS LOCKED ON D.E., BE PREPARED TO GO AROUND HIM FOR LB'ER. ALERT 90 AND 40 STK - THINK OF TRAPPING WILL.
OFFSIDE TACKLE	SHUTOFF D.E. (D.T. VS 50) ALERT FOR CAT OR MARY CALL FROM JCN.
QUARTER BACK	<ol style="list-style-type: none"> 1. OPEN TO FB - HAND OFF 2. GET DEPTH AS QUICKLY AS POSSIBLE 3. YOU MUST BE DEEP ENOUGH TO GIVE EC A GOOD BREAK TO P.O.A. 4. FAKE PASS
BALL CARRIER	SPRINT SPOT - FAR LEC OF CENTER - CROSSOVER - PLANT - BREAK TO HOLE - HEAD TRAPPING GUARD, ALERT TIGHT HOLE VS BUBBLE. RUN TO DAYLITE C.P.: KNOW WHO IS BEING DOUBLED.
REMAINING BACK	SPRINT SPOT TAIL OF TACKLE - FAKE BIM BLOCK - BLOCK END MAN ON LINE. DON'T GET TIED UP ON D.E. ALERT EASY STUNT. BLOCK D.E.
SPLIT - X	THIS IS A SLOW DEVELOPING PLAY - HEAD FORCE AND BLOCK. THIS IS AN OPTION BLOCK.
FLANKER - Z	CUT OFF CORNER BACK - ELIMINATE HIM FROM PURSUIT.
OFFSIDE	

LEAD 35 M

LEAD 24 M

<p>ZONE 40</p>	<p>MD ZONE 40</p>
<p>P.S. 70</p>	<p>MD 70E P.S. 70</p>
<p>TAG 90</p>	<p>TAG 90</p>
<p>POS. JOKER P.S. 50 MD</p>	<p>40 STACK TAG COG</p>
<p>POS. JOKER P.S. 30 MD</p>	<p>30 P.S. POSTAG</p>

BLOCKING RULES

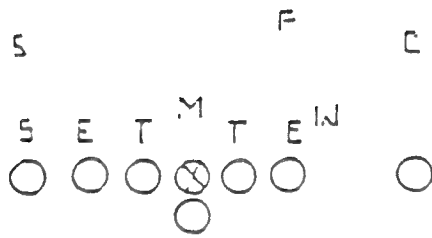
- Y - M BLOC EMLOS - GET INSIDE POSITION - KEEP HIM OUTSIDE
- PT - M BLOC
- PG - M BLOC - POS TAG
- C - M BLOC - ZONE -P.S.
- OFG - M BLOC - P.S. - TAG
- OFT - WALL OFF MD - TAG
- Z - CUT BLOCK CORNER BACK
- X - CUT BLOCK CORNER BACK
- QB -
- BC - SPRINT SPOT - OUTSIDE LEG OF CALL SIDE GUARD, LEAD STOP, ON CROSS OVER GAIN GROUND. RUN PAYLITE.
- RB - SPRINT SPOT - OUTSIDE LEG OF CALL SIDE GUARD, BLOCK M.D.M. VS.

COACHING POINTS

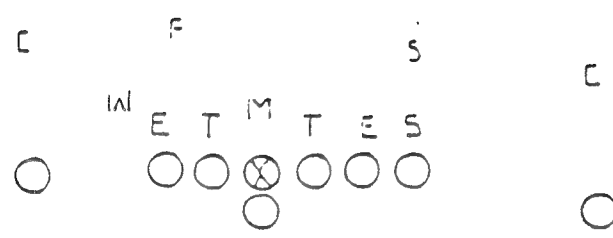
FORMATIONS:	SPLITS:
TIGHT END	DRIVE INTO EMLOS - QUICKLY GET INSIDE POSITION. KEEP HIM OUTSIDE. PROTECT PLAYSIDE.
PLAYSIDE TACKLE	EXPLODE INTO #2 MAN'S INSIDE NUMBER - DRIVE HIM OUT - MAINTAIN INSIDE POSITION - SUSTAIN - ALERT 90, 30, 50 DEF, READ IT, MAKE TAG CALL IF NEEDED.
PLAYSIDE GUARD	EXPLODE INTO #1 MAN'S MIDDLE - ONSIDE BACK IS LEAD BLOCKING ON D.T. (SAME FOR 70E, 70, 40) ALERT FOR TAG CALL FROM YOUR OTT VS. 90, 30 or 50 DEF. VS. 40 STACK, WORK COG WITH OCN, STAY WITH D.T. ON IN OR OUT STUNT, LEAD BACK WILL HELP YOU OR GO THRU FOR MAC - BUBBLE, DOWN MIDDLE OF MAC, SUSTAIN NO CUT.
CENTER	M BLOC #0 MAN, FAVOR PLAY SIDE WITH ZONE STEP & BLOC D.T. IF HE STUNTS INSIDE - IF HE STUNTS OUT OR LB'ER VIKE CHARGE CONTIN ON THRU FOR CUT OFF ON MAC, MIGHT HAVE TO DRIVE HIM BY THE HOLE - ODD DEFENSE, BUEBLE PLAY SIDE, BLOC DOWN MIDDLE OF NOSE LEAD BACK WILL HELP YOU, STAY ON HIM - ODD DEFENSE, NO BUEBLE PLAYSIDE, WORK POWER SNAPPER WITH OFF GUARD TO MAC.
OFFSIDE GUARD	M BLOCK #1 MAN, FAVORING PLAYSIDE, WORK FOR INSIDE POSITION BUBBLE ON YOU, WORK POWER SNAPPER WITH OCN ON NOSE & MAC - WEAKSIDE TAG WILL BE USED VS 90 & 40 STACK DEF.
OFFSIDE TACKLE	SINGLE WALL OFF (MD) - ALERT BUDDY SITUATION WITH OFF GUARD VS. 90 & 40 STACK - VITAL WE STOP BACKSIDE PURSUIT.
QUARTER BACK	1. REVERSE AND ROLL TO BC 2. GET OUT OF HIS CUT BACK PATH. 3. SET UP FAKE PASS 4. THE LEAD CALL CAN BE SUBSTITUTED FOR WITH A JOKER CALL. YOUR MECHANICS ARE THE SAME. JOKER IS A 50 OR 30 DEFENSIVE CALL
BALL CARRIER	SPRINT SPOT - OUTSIDE LEG OF CALLSIDE GUARD. LEAD STEP ON CROSSOVER GAIN GROUND, VS. CALLSIDE GUARD COVERED KEY HIM= VS BUBBLE KEY NOSE MAN. JOKER CALL VS. BUBBLE - ALERT FOR D.E SINKING, FORCING A WIDER THAN NORMAL BREAK.
REMAINING BACK	VS. EVEN - FRONT - BLOCK D.T. WITH OG. CLEAN UP L.O.S. FIRST N/T CO THROUGH. VS ODD FRONT DOUBLE WITH CENTER ON NOSE N/T CO THROUGH. BLOCK ANYONE DANGLING IN HOLE.
SPLIT - X	SPRINT TO CORNER BACK AND CUT BLOCK CORNER
FLANKER - Z	SPRINT TO CORNER BACK AND CUT BLOCK CORNER.
OFFSIDE TIGHT END	

COUNTER 24 READ

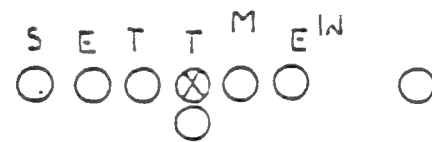
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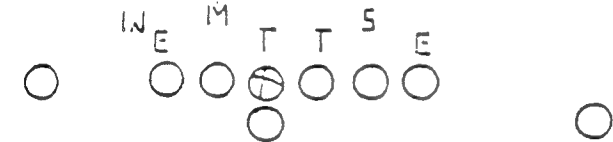
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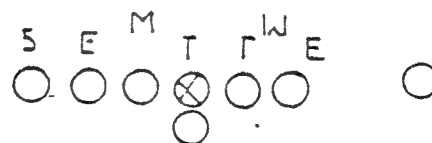
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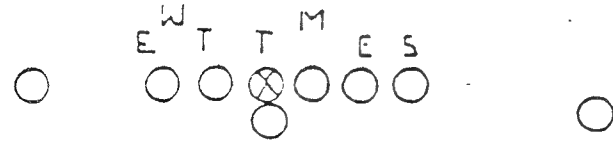
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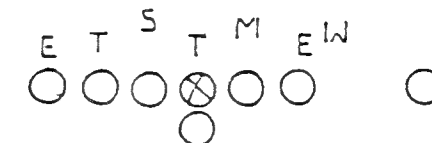
70E



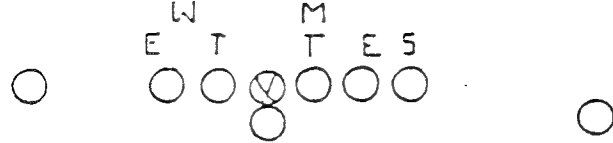
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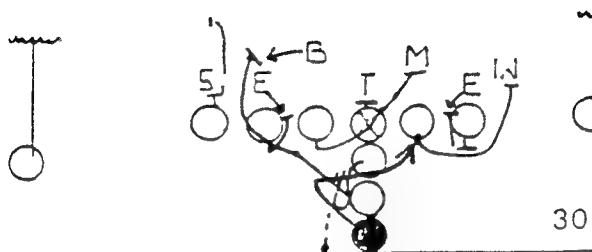
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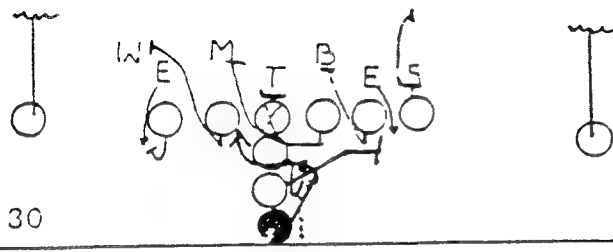
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40 STACK



30



30

BLOCKING RULES

- Y - EMLOS TO S.S.
- PT - D.E. (SHUTOFF INSIDE PENETRATION)
- CG - WILL
- L - NOSE
- DFG - MAC
- DFT - D.E. OR BUCK
- BLOCK DEEP 1/3
- BLOCK DEEP 1/3
- QB -
- EC - SPRINT SPOT - OUTSIDE LEG OF OFF SIDE GUARD - LEAD - CROSSOVER PLANT, FOLLOW PULLING GUARD.
- LB - SPRINT SPOT - INSIDE LEG OF OFF SIDE TACKLE, BLOCK D.E. VS BLAST BY

COACHING POINTS

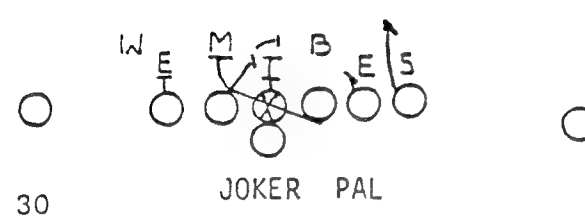
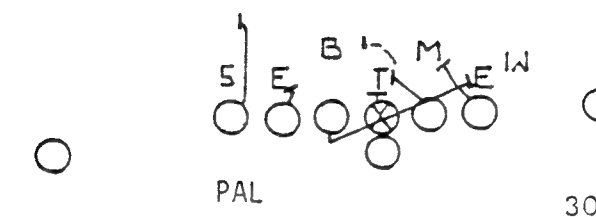
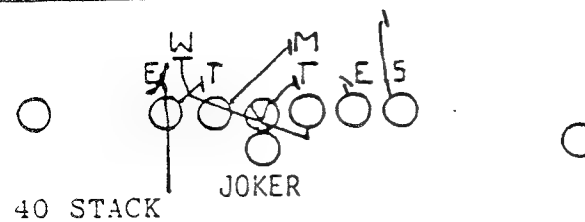
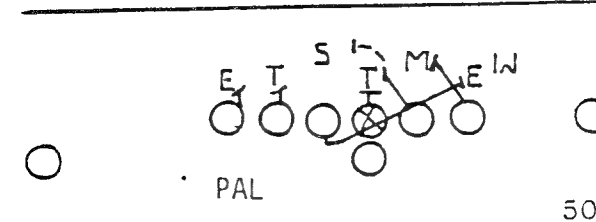
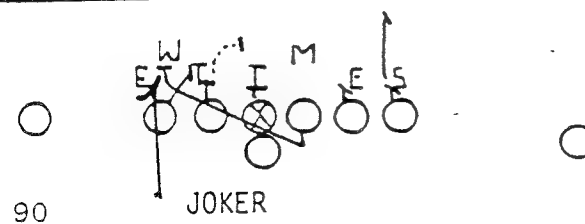
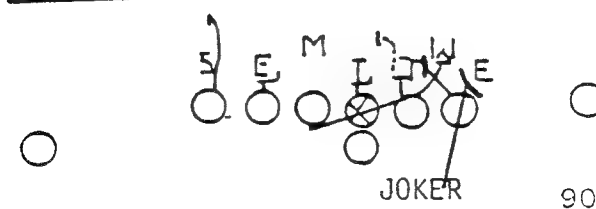
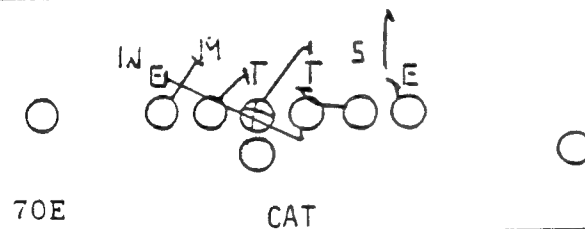
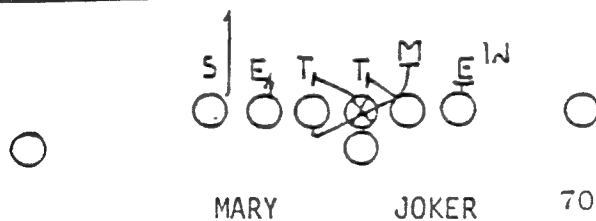
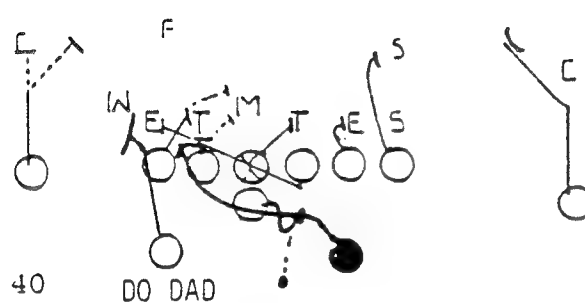
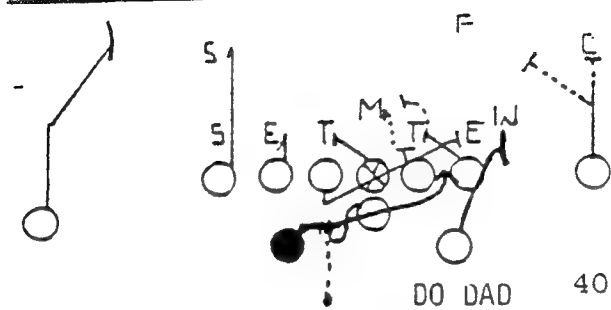
FORMATIONS:		SPLITS:
TIGHT END	SLAM DE, KEEP HIM OUTSIDE - IF HE PLAYS YOU TIGHT, STAY ON HIM IF HE IS LOOSE, SHOVE HIM OUTSIDE & RELEASE FOR S.S. - STUB IS MAIN RESPONSIBILITY.	
PLAYSIDE TACKLE	SHOW PASS, SHORT SET, READ THE D.E., UPFIELD CHARGE, LET HIM PENETRATE, THEN ROLL HIM TO THE OUTSIDE - IF DE HAS INSIDE CHARGE DON'T ALLOW PENETRATION, COLLAPSE HIM - SUSTAIN BLOCK.	
PLAYSIDE GUARD	SHOW PASS, LOSE SOME GROUND, READ YOUR OTT & HIS D.E. - IF D.E. HAS INSIDE CHARGE, PULL AROUND YOUR OTT TO BLOCK WILL - D.E. HAS UPFIELD RUSH, GO INSIDE YOUR OTT TO BLOCK WILL. GET DOWN THE MIDDLE OF WILL, SMOTHER HIM.	
CENTER	M BLOC #0 MAN - INVITE HIM AWAY FROM HOLE, BLOC HIM & SUSTAIN - IF HE SLANTS TO THE HOLE, GET ON HIM QUICKLY, DON'T ALLOW PENETRATION, FOLLOW UP ON HIM, DON'T LET HIM SPIN BACK INTO PLAY.	
OFFSIDE GUARD	SHOW PASS, LOSE SOME GROUND, READ YOUR OCN & THE NOSE-NOSE SLANTS YOUR WAY, PULL AROUND & BLOC MAC - NOSE SLANTS AWAY FROM YOU, GO RIGHT NOW FOR MAC - GET DOWN THE MIDDLE OF HIM & STAY ON HIM.	
OFFSIDE TACKLE	SHOW PASS, LOSE SOME GROUND TO INSIDE, IF D.E. CHARGES DOWN INSIDE TO YOU, BLOCK HIM & STOP HIS PENETRATION - IF D.E. CHARGES OVER YOUR OUTSIDE, RELEASE & BLOC BUCK.	
QUARTER BACK	<ol style="list-style-type: none"> 1. OPEN TO BC 2. GET DEPTH - BUT THE BALL IS HANDED BACK TO BC, SO DON'T FORCE HIM TOO DEEP 3. FAKE PASS 	
BALL CARRIER	SPRINT SPOT - OUTSIDE LEG OF OFFSIDE GUARD - LEAD, CROSS OVER. PLANT FOLLOW PULLING GUARD, RUN TO DAYLITE, AN UNDERNEATH HAND OFF.	
REMAINING BACK	SPRINT SPOT - INSIDE LEG OF OFFSIDE TACKLE - BLOCK D.E. VS HARD INSIDE CHARGE BY D.E. GO AROUND FOR BUCK.	
SPLIT - X	THIS IS A SLOW HITTING PLAY - BLOCK DEEP 1/3 - STALK AND OCCUPY DEEP 1/3	
FLANKER - Z	THIS IS A SLOW HITTING PLAY - BLOCK DEEP 1/3 - STALK AND OCCUPY DEEP 1/3	
OFFSIDE		

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	PLAYSIDE, BLOC EMLOS - TURN HIM OUT, DON'T LOSE HIM INSIDE - SUSTAIN - OFFSIDE, SLAM STUB TO OUTSIDE, RELEASE TO S.S. VS. 50 STAY ON D.E.	
PLAYSIDE TACKLE	M BLOC #2 MAN - DRIVE FACE FOR INSIDE #, MOVE HIM OUTSIDE - ALLOW NO SPIN BACK - POSSIBLE TAG VS. 90 & 30 DEF, GET READ, MAKE CALL.	
PLAYSIDE GUARD	M BLOC #1 MAN - EXPLODE INTO D.T.'S MIDDLE - ESTABLISH A RUNNING LANE - SUSTAIN - BLOC ON LB'ER, STAY LOW, DESTROY HIS FORCE, SMOTHER HIM - ALERT FOR TAG CALL FROM OTT VS. 90 - 30 DEF. - WILL HAVE TO COG THE 40 STK, STAY WITH IT LONGER.	
CENTER	M BLOC #0 MAN - GET TO MAC QUICKLY WITH PLAY SIDE STEP. (ZONE) IN CASE D.T. STUNTS INSIDE (AUTO PICKUP FOR YOU) CAN'T CUT OFF MAC, DRIVE HIM BY THE HOLE - RUN P.S. WHEN COVERED & OFF GUARD BUBBLE - VS 90, MUST EXPLODE INTO NOSE STRONG SIDE #, DRIVE HIM BACK - RUN COG VS. 40 STK, STAY WITH IT LONGER.	
OFFSIDE GUARD	M BLOC #1 MAN, PROTECT PLAYSIDE BY BLOCKING D.T. INSIDE # AND TURNING HIM OUT - LB'ER BLOC, GO FOR INSIDE # LOW & DRIVE HIM OUT - ODD DEF, BUBBLE ON YOU, WILL USUALLY BE A P.S. BLOC WITH OCN, CAN M BLOC ALSO - TAG WITH OFF TACKLE VS. 90 & 40 STK.	
OFFSIDE TACKLE	ON OPEN SIDE, RUN WALL OFF WITH R.E. - VITAL WE GET BACKSIDE PURSUIT CUT OFF - WILL HAVE TO TAG THE 40 STK & 90 WITH YOUR GUARD - CLOSED SIDE, TE NEXT TO YOU, SHUT OFF THE D.E. (DT IN 50	
QUARTER BACK	1. OPEN AND START DOWN L.O.S. 2. SETTLE AT MESH POINT, DON'T FORCE EC OUT - ALLOW CUT BACK ROOM.	
BALL CARRIER	SPRINT SPOT - OUTSIDE LEG OF PLAYSIDE BUARD, KEY CALL SIDE AREA RUN DAYLITE. C.P. GET MAX: DEPTH ON ALIGNMENT.	
REMAINING BACK	SPRINT SPOT - TAIL OF O.F.T. WALL OFF ELOCK. SUSTAIN YOUR ELOCK. THIS PLAY MAY BREAK BACK WEAKSIDE = STRONG SIDE ACROSS BACKFIELD.	
SPLIT - X	SPRING TO THE CORNER BACK AND CUT BLOCK HIM. THIS IS A QUICK HITTING PLAY.	
FLANKER - Z	SPRINT TO THE CORNER BACK AND CUT BLOCK HIM. THIS IS A QUICK HITTING PLAY.	
OFFSIDE TIGHT END		

34 TRAP

35 TRAP



BLOCKING RULES

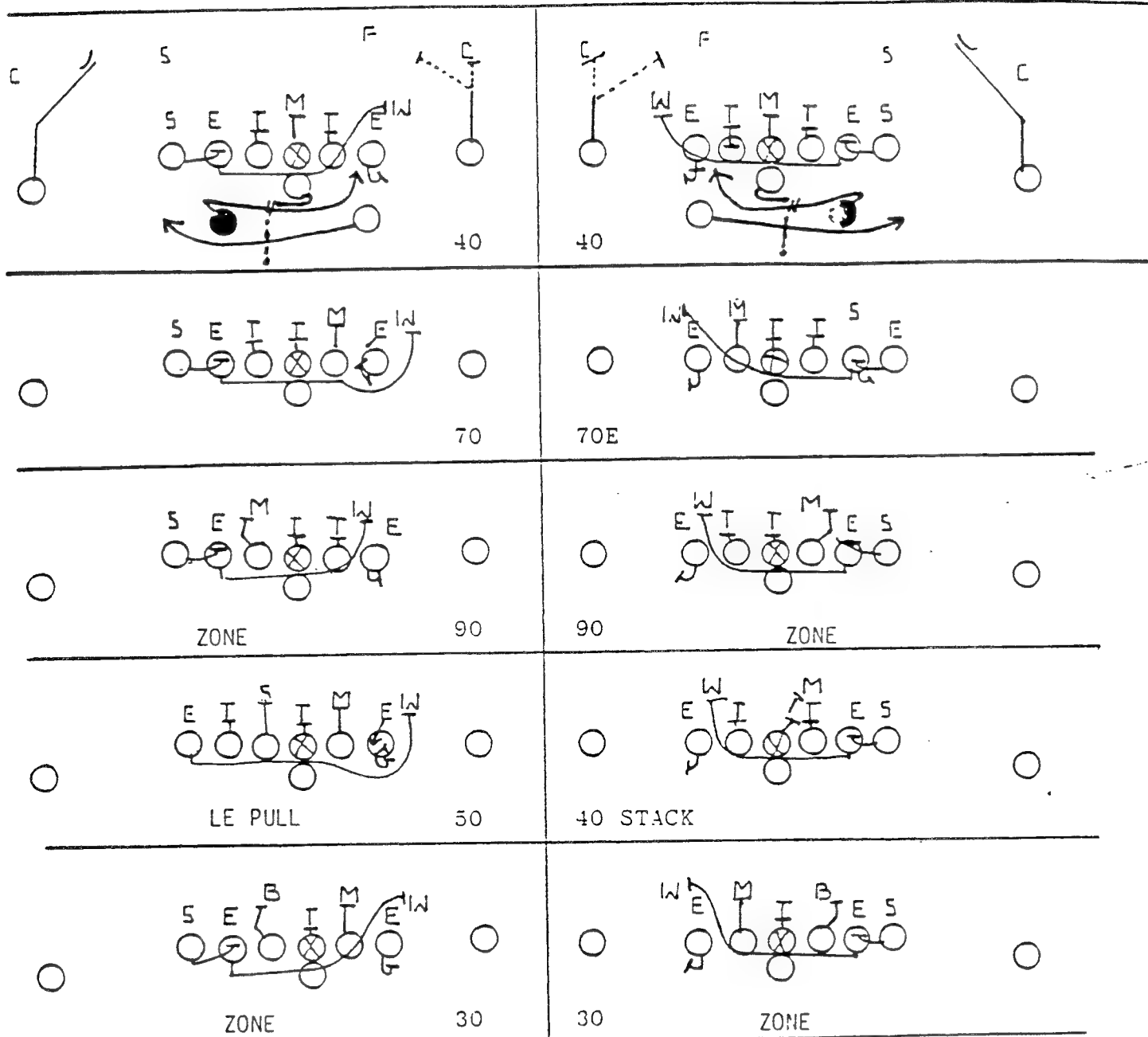
- Y - INSIDE RELEASE-S.S.-50, STAY ON DE
- PT - DO-DAD WITH G ON D.T.
- PG - DO-DAD WITH T ON D.T. - MARY, CAT BLOC NOSE-PAL NOSE WITH OCM VS 30 & 50.
- C - BLOCK AWAY OR MAN ON (PAL).
- OFG - TRAP 1ST MAN OUTSIDE HOLE-ALERT JOKER.
- OFT - SHUT OFF #2 MAN (ALERT CAT & MARY).
- Z - CUT OFF THE CORNERBACK.
- X - OPTION BLOCK.
- QB -
- BC - SPRINT SPOT-FAR LET OF CENTER=FAVOR TAG BLOCK VS 40=FAVOR COG BLK VS 30
- RB - RUN DAYLITE.
- I - I BLOCK END MAN ON L.O.S.

COACHING POINTS

FORMATIONS :	SPLITS :
TIGHT END	RELEASE INSIDE FOR S.S.-50 DEF, SHUT OFF D.E.
PLAYSIDE TACKLE	MAN ON GUARD, RUN DO DAD BLOC WITH HIM-IF D.T. HIP DISAPPEARS INSIDE ADJUST TO MAC-ALWAYS COME OFF BALL WITH ALOT OF POWER, ALWAYS READY FOR OUT CHARGE BY D.T.-AIM FACE FOR D.T.'S NEAR HIP-VS BUBBLE MAKE JOKER CALL IF NEEDED AND BLOCK D.E. VS 90, BLOC DOWN ON D.T., SOME HELP FROM GUARD-VS 40STK, DOWN BLOC ALONE.
PLAYSIDE GUARD	MAN ON, DO DAD WITH OTT-AIM OUTSIDE SHOULDER FOR D.T.'S INSIDE #-IF HE GOES OUT, BLOC MAC - IF HE PLAYS IT STRAIGHT, DRIVE HIM BACK, LOOK FOR MAC- VS 90, DO DAD, LOOK FOR MAC -ALERT FOR MARY OR CAT CALL, YOU WILL DOWN BLOC NOSE MAN - DON'T BE SLOW OR SOFT ON DO DAD, GOT TO COME OFF WITH ALOT OF P&P (PEP & POWER) IN CASE HE STUNTS INTO YOU.
CENTER	BLOC AWAY ANYTIME THERE IS A MAN ON L.O.S. OVER OFF GUARD - DON'T LET HIM PENETRATE OR SPIN OUT - ODD FRONT, OFF GUARD COVERED MARY OR CAT CALL TO OFF TACKLE TO HANDLE WK D.T. AND INSIDE LBer - VS 30, PAL BLOC WITH PLAY SIDE GUARD.
OFFSIDE GUARD	PULL, TRAP 4-5 HOLE AREA - ESTABLISH A GOOD INSIDE/OUT ANGLE IMMEDIATELY, EXPLODE ON LOW CONTACT, DRIVE HIM OUT - IF HE CLOSES, LOG HIM - BE ALERT FOR JOKER CALL FROM PLAYSIDE OTT, IF HE IS LOCKED ON D.E. BE PREPARED TO GO AROUND HIM FOR LBer, ALERT 90 AND 40 STK THINK OF TRAPPING WILL.
OFFSIDE TACKLE	SHUTOFF D.E. (D.T. VS 50) ALERT FOR CAT OR MARY CALL FROM OCN.
QUARTER BACK	1. OPEN AND DROP DEEP - BC WILL COME BETWEEN YOU AND L.O.S.
BALL CARRIER	SPRINT SPOT - FAR LEG OF CENTER= VS 40 FAVOR TAG BLOCK, VS 30 FAVOR COG BLOCK. DON'T CROWD PULLING GUARD - THIS IS UNDERNEATH BALL HANDLING.
REMAINING BACK	SPRINT SPOT OUTSIDE LEG OF PLAYSIDE TACKLE, FAKE BIM BLOCK ON DE BLOCK OUTSIDE MAN OUT, DON'T GET TIED UP ON DE OR MAN WE ARE TRAPPING VS 90 OR 40 STACK BLOCK DE OUT VS WILL @ 3 BLK DE OUT.
SPLIT - X	OPTION BLOCK FORCE RELEASE OF L.O.S. AND READ MOST DANGEROUS DEFENDER.
FLANKER - Z	CUT OFF THE CORNER BACK. C.P. FOR "Z" IF CORNERBACK IS IN A CLOUD OR CROWD POSITION FADE HIM.
OFFSIDE TIGHT END	

34 COUNTER

35 COUNTER



BLOCKING RULES

- Y - SEAL OFF DE (EXCEPT 50, PULL TO HOLE, BLOC WILL).
- PT - SHOW PASS (FLASH) - INFLU. DE UPFIELD - ROLL HIM DEEP
- PG - M BLOC (KEEP HIM ON LOS)
- C - M BLOC (KEEP HIM ON LOS)
- OFG - M BLOCK-ZONE OUT VS BUBBLE
- OFT - PULL TO HOLE BLOCK WILL
- Z - CUT OFF CORNERBACK
- X - OPTION BLOCK
- QB -
- BC - COUNTER STEP TO ALLOW PULLING TACKLE TO LEAD, COME FLAT ACCEPT BALL, KEY PULLING LINEMAN
- RB - SPRINT SPOT - SIDE LINE. AWAY FROM CALL

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	SEAL OFF DE - GET HEAD TO INSIDE - CUT SCRAMBLE HIM - SUSTAIN IT - VS 50, YOU REPLACE OTT, PULL TO HOLE, BLOCK WILL	
PLAYSIDE TACKLE	TAKE SLIGHT DROP TO INSIDE, SHOW PASS TO INFLUENCE DE UPFIELD, GET QUICK POSITION ON HIM, DO NOT ALLOW HIM TO SPIN BACK INTO PLAY - INSIDE RUSH, STUFF HIM, NO PENETRATION ALLOWED.	
PLAYSIDE GUARD	USE QUICK PROTECTION IF COVERED, DON'T GIVE HIM ANY ROOM - ON CONTACT, DRIVE HIM TO INSIDE - IF OUTSIDE RUSH, GET ON HIM QUICKLY AND TAKE HIM OUTSIDE SO PULLING OTT CAN READ IT - BUBBLE, DRIVE THROUGH QUICKLY FOR LBer OVER YOU.	
CENTER	UNCOVERED, GO RIGHT NOW FOR MAC, LET HIM SUCKER A LITTLE, WAIT FOR HIM TO COME BACK - COVERED, QUICK PROTECTION, ALLOW NO PENETRATION, ROLL HIM AWAY FROM PLAY.	
OFFSIDE GUARD	USE QUICK PROTECTION IF COVERED, DON'T GIVE HIM ANY ROOM - ON CONTACT, DRIVE HIM AWAY FROM PLAY - IF HE TAKES INSIDE ON SNAP, CUT HIM. BUBBLE ON YOU, TAKE ZONE STEP AWAY, SLAM DE TO SLOW HIM UP FOR TE'S SEAL BLOCK GO THROUGH FOR YOUR LBer - 50 DEF NO ZONE NEEDED AS OTT STAYS, PROCEED THROUGH TOR STUB.	
OFFSIDE TACKLE	PULL TO HOLE WITH A LITTLE DEPTH, READ YOUR PLAYSIDE T & G TO DETERMINE YOUR PATH TO WILL - VS 50 DEF, YOU WILL STAY & SHUT OFF D.T., GET ON QUICK & NO PENETRATION.	
QUARTER BACK	<ol style="list-style-type: none"> 1. OPEN TO FAKING BACK - MAKE TOKEN FAKE. 2. REVERSE ON AROUND TO BC AND HAND OFF. 3. MAKE SURE YOU GAIN ENOUGH DEPTH OFF L.O.S. TO ALLOW BC ROOM TO RUN. 	
BALL CARRIER	COUNTER STEP - TO ALLOW PULLING TACKLE TO LEAD, COME FLAT, ACCEPT BALL KEY PULLING LINEMAN RUN DAYLITE C.P. BE READY TO SET PULLING LINEMAN'S BLOCK. AFTER HAND OFF. THIS HANDOFF IS ON TOP.	
REMAINING BACK	SPRINT SPOT - SIDELINE, AWAY FROM P.O.A. = GIVE BC ROOM TO CLEAR UNDER YOU.	
SPLIT - X	OPTION BLOCK WEAK SIDE, READ FORCE AND BLOCK M.D.M.	
FLANKER - Z	CUT OFF CORNER BACK, C.P., IF CORNERBACK IS IN A CROWD OR CLOUD POSITION FADE HIM.	
OFFSIDE TIGHT END		

6-7 HOLE AND BLOCKING SCHEMES

I & BROWN -36X-37G

I - PLUNGE 26-27-O (WK)

I - PLUNGE - 26-27-O (SS/

I - 26-27 CLEAN

I - RED - TOSS 27-26 POWER-O

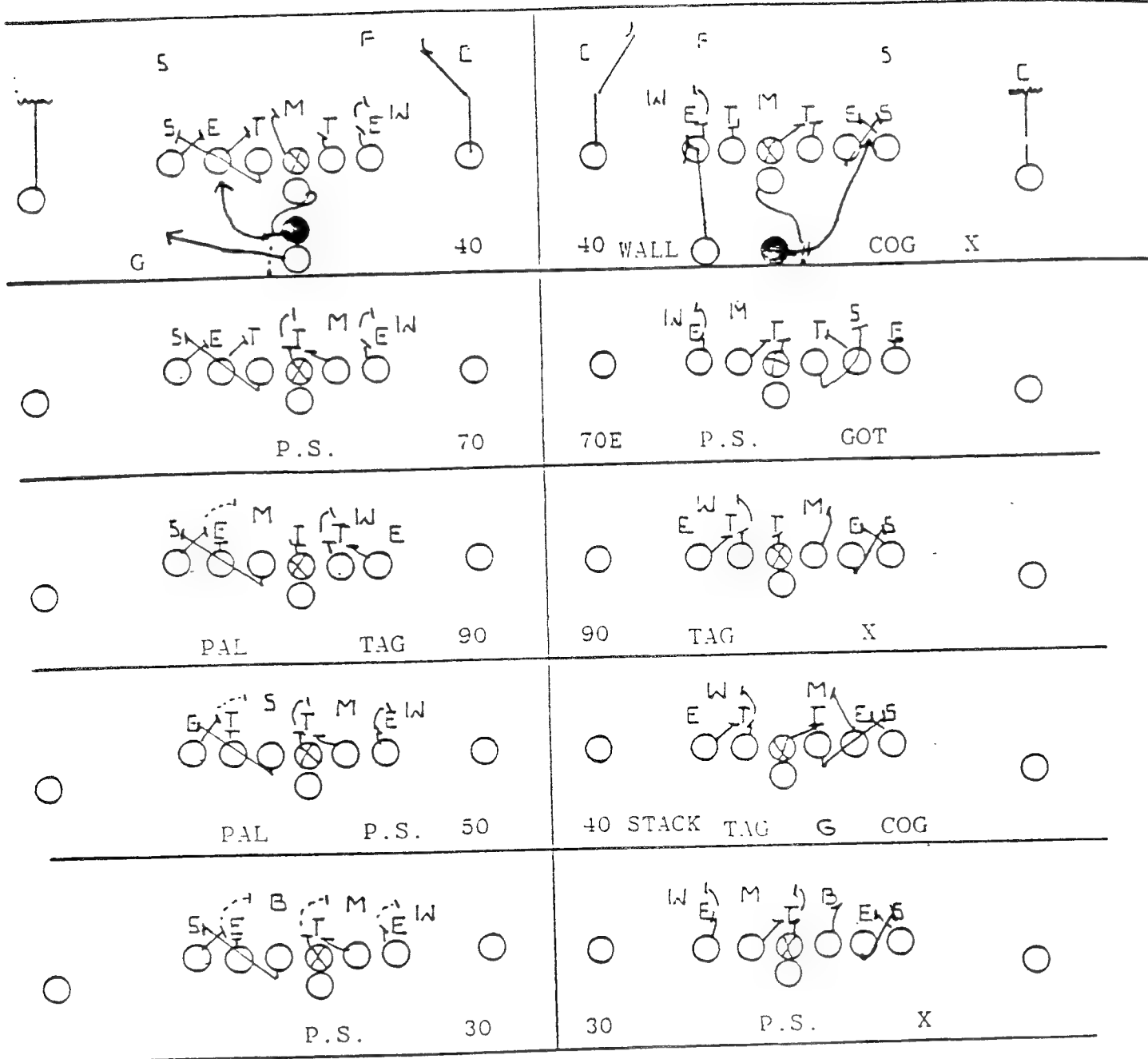
I & RED - 26-27 POWER-O-OUTSIDE

RED - 36-37 .BIM-O

RED - 26-27G

37 G

36 X



BLOCKING RULES

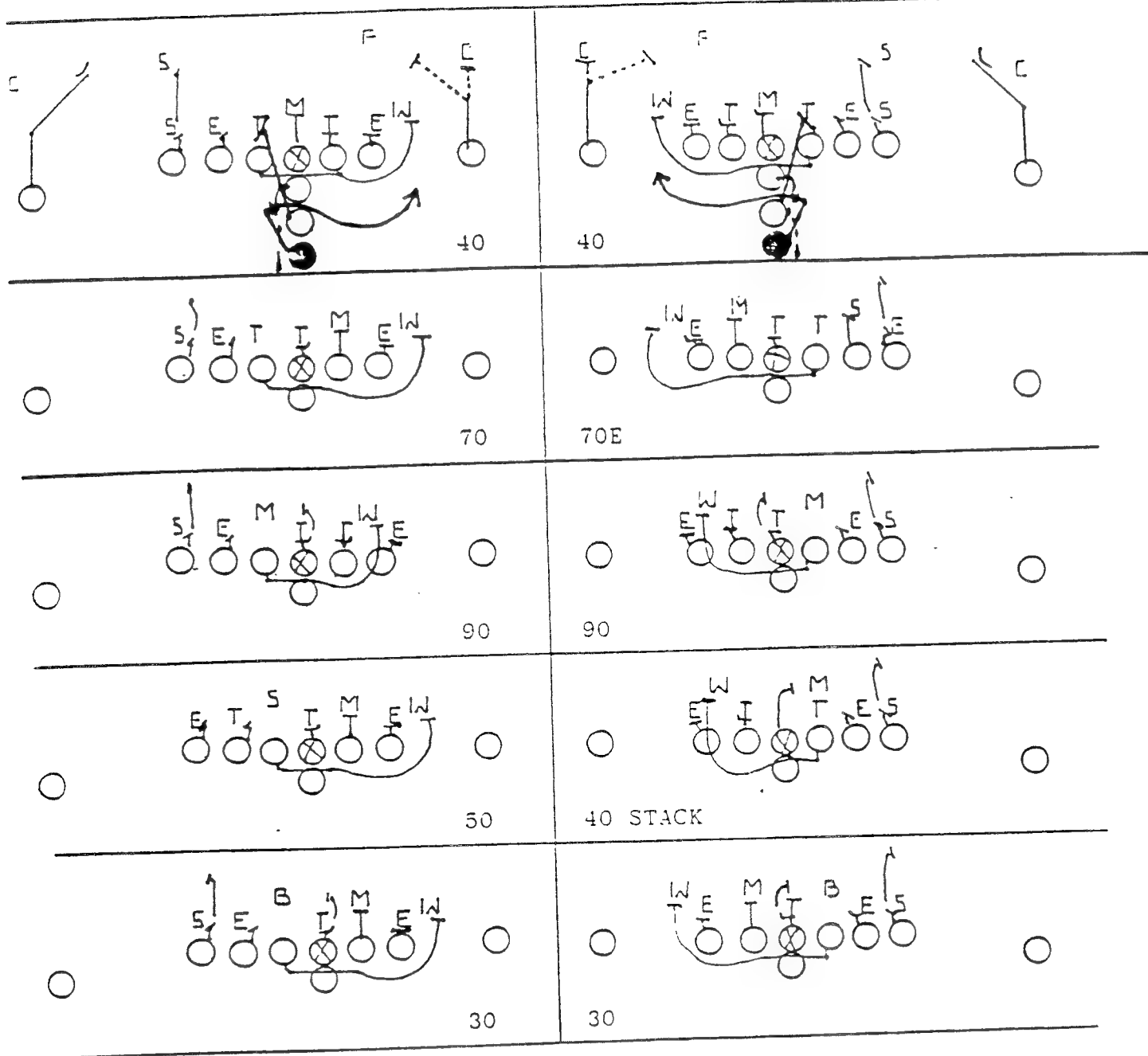
- Y - DOWN BLOCK #2 MAN - PAL VS 30, 90 & 50
- PT - PULL, X BLOCK EMLOS OR DOWN BLOCK #1 MAN (PAL BLOCK 90, 50, & 30)
- PG - M BLOCK #1 MAN, COG THE 40 OR TRAP EMLOS (G CALL VS 40 STK)
- C - M BLOCK #0 MAN - P.S. 90, 30 & 70 - POSSIBLE COG VS. 40
- OFG - M BLOCK #1 MAN - P.S. 70, 30 & 50-TAG THE 40 & 90
- OFT - I FORMATION, RUN SINGLE WALL OFF - BROWN FORMATION, DOUBLE WALL OFF
- Z - BLOCK DEEP 1/3
- X - CUT OFF CORNER BACK
- QB -
- BC - SPRINT SPOT - ROLL TO OUTSIDE LEG OF PLAYSIDE TACKLE - KEY OT'S BLOCK RUN TO DAYLITE.
- RB - BROWN - WALL OFF - I - FAKE TOSS STRONG SIDE.

COACHING POINTS

FORMATION:		SPLITS:
TIGHT END	X BLOC - DOWN BLOC THE #2 MAN ALONE VS 40, 40 STK. 90 & 30 - AIM SLIGHTLY IN FRONT OF HIS HIP, STEP WITH INSIDE FOOT, MOVE HIM, ALLOW NO PENETRATION - G BLOC. SAME TECHNIQUE WHEN ALONE & PAL WITH YOUR OTT VS 90, 50 & 30.	
PLAYSIDE TACKLE	X BLOC - PULL & BLOC OUT EMLOS - DROP STEP OUTSIDE FOOT, LET TE CLEAR, BLOC EMLOS, GOOD INSIDE-OUT ANGLE, DRIVE HIM OUT -(POSSIBLE LOG SITUATION, HOOK HIM) - G BLOC. DOWN BLOC, #1 MAN ON LOS - AIM SLIGHTLY IN FRONT OF HIP, STEP NEAR FOOT, STOP PENETRATION, SUSTAIN (CAN USE REVERSE BODY) PAL BLOC 90, 50 & 30.	
PLAYSIDE GUARD	X BLOC - M BLOC #1 MAN - KEEP HIM THERE - CONTAIN HIM, KEEP OUT OF PURSUIT - CAN BUTT WHEEL HIM - GOT BLOC THE 70E - G BLOC. PUL & TRAP OUT EMLOS, ESTABLISH GOOD ANGLE, INSIDE-OUT POSITION, EXPLODE LOW ON CONTACT, MOVE HIM. POSSIBLE LOG IF EMLOS BURIES INSIDE.	
CENTER	M BLOC #0 MAN - KEEP HIM AWAY FROM HOLE - POSSIBLE COG VS 40 & 40 STK - IF G IS CALL VS 40 STK, YOU MUST OVER BLOC THE D.T. - POWER SNAPPER THE 70, 70E. 30 & 50 DEF.	
OFFSIDE GUARD	M BLOC #1 MAN - KEEP HIM AWAY FROM HOLE - POWER SNAPPER THE NOSE WITH OCN VS. 70, 70E. 50 & 30.	
OFFSIDE TACKLE	DOUBLE WALL OFF WITH HB WHEN IN BROWN FORMATION. SINGLE WALLOFF IN I FORMATION - TAG WITH YOUR GUARD VS 40 STK & 90 DEF.	
QUARTER BACK	<ol style="list-style-type: none"> 1. REVERSE PIVOT TO FB. 2. MEET BC AS DEEP AS POSSIBLE 3. HAND OFF 4. FAKE PASS 	
BALL CARRIER	SPRINT SPOT - ROLL TO OUTSIDE LEG OF PLAYSIDE TACKLE - KEY OT'S BLOCK, VS EXCHANGE KEY TE'S BLOCK - RUN TO DAYLITE.	
REMAINING BACK	BROWN FORMATION - WALL OFF WITH TACKLE. I-FORMATION FAKE TOSS STRONGSIDE.	
SPLIT - X	THIS IS A STRONG SIDE PLAY - SPRINT TO CUT OFF CORNER BACK. ELIMINATE CORNER BACK FROM PURSUIT.	
FLANKER - Z	PUSH OFF LOS BLOCK DEEP 1/3 - STALK AND OCCUPY DEEP 1/3.	

PLUNGE 26-0

PLUNGE 27-0



BLOCKING RULES

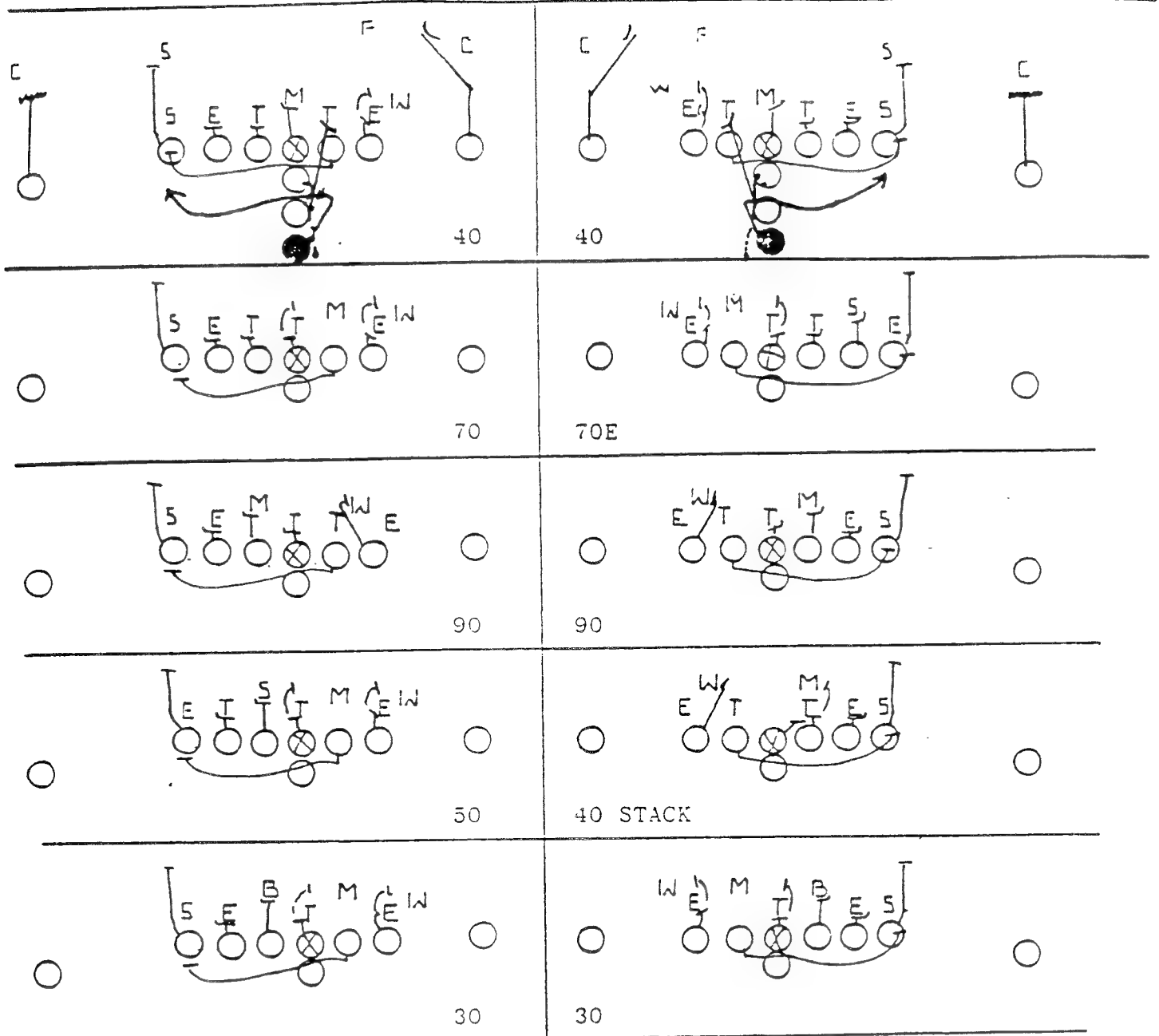
- Y - SLAM STUB TO S.S.
- PT - M BLOC
- PG - M BLOC
- C - M BLOC (POS. DO DAD WITH FB)
- OFG - PULL-READ PLAYSIDE TACKLE'S BLOC FOR PATH TO BLOC WILL
- OFT - SHUT OFF DE (D.T. VS 50)
- Z - CUT OFF CORNER BACK.
- X - OPTION BLOCK FORCE.
- QB -
- BC - SPRINT SPOT - INSIDE LEG OF OFFSIDE GUARD - SHORT LEAD STEP, CROSS OVER PLANT - RUN TO HOLE.
- RB - SPRINT SPOT - INSIDE LEG OF OFFGUARD - BLOCK DT TO NOSE N/T CHASE.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	INSIDE RELEASE - SLAM STUB TO S.S. - VS. 50, STAY ON D.E., IF HE GOES OUT SIDE, RELEASE FOR S.S. - PLAYS YOU TOUGH, STAY ON HIM.
PLAYSIDE TACKLE	M BLOC D.E. - BLOC THE MIDDLE # - GOT TO SUSTAIN CONTACT - IF D.E.'S WIDE, POSSIBLE FLASH TECHNIQUE, ROLL HIM TO OUTSIDE. VS. 90, POSSIBLE BLOC ON WILL IF D.E. IS TOO WIDE, PULLING GUARD WILL ADJUST AND BLOC HIM.
PLAYSIDE GUARD	M BLOC MAN ON - DON'T REACH OUTSIDE, GO DOWN HIS MIDDLE, LET HIM REACT TO PLUNGE FAKE - ONCE CONTACT IS MADE, STAY ALL OVER HIM, SMOTHER HIM, KEEP OUT OF PURSUIT - SAME FOR BLOC ON LB'ER, LET HIM GO FOR PLUNGE, THEN DRIVE FACE FOR HIS MIDDLE, DON'T LET HIM GET INTO PURSUIT - CUT HIM OFF.
CENTER	M BLOC MAN ON OR MAC ON 40 DEF - IF NOSE GOES AWAY FROM HOLE, KEEP GOING THRU FOR ILB'ER, FB WILL PICK UP YOUR NOSE - IF NOSE STAYS ON YOU TITE, DRIVE HIM AWAY FROM HOLE.
OFFSIDE GUARD	PULL, LOSE SOME GROUND ON 2ND STEP, READ PLAYSIDE TACKLE'S BLOC TO DETERMINE YOUR PATH TO WILL, AROUND HIS BLOC OR INSIDE HIS BLOC - ALERT VS 90, MIGHT HAVE TO PICK UP DE IF OTT CHOSSES TO GO THRU FOR WILL.
OFFSIDE TACKLE	SHUT OFF D.E., KEEP HIM AWAY FROM PLAY - CUT OFF STUB IN 70E & D.T. IN 50 DEF.
QUARTER BACK	1. OPEN TO FB - TOKEN FAKE - GET DEPTH. 2. HAND BALL OFF TO BC AS DEEP AS POSSIBLE 3. UNDERNEATH HAND OFF. 4. RETREAT AND FAKE PASS.
BALL CARRIER	SPRINT SPOT - INSIDE LEG OF OFF GUARD = SHORT LEAD STEP, CROSS OVER, PLANT RUN TO HOLE. HAND OFF SHOULD BE MADE AT 4 to 4½ YDS FROM LOS. READ PULLING GUARDS BLK. CP: DON'T CROWD LOS UNDERNEATH BALL HANDLING.
REMAINING BACK	SPRINT SPOT - INSIDE LEG OF OFF GUARD = BLOCK D.T. VS. EVEN FRONT. VS ODD FRONT CLIP NOSE, N/T CHASE TO PLAY SIDE BLOCK ANY COLOR.
SPLIT - X	THIS IS AN OPTION BLOCK ON FORCE YOUR SIDE. PUSH OFF LOS AND READ FORCE - YOU MUST BLOCK FORCE.
FLANKER - Z	THIS IS A WEAK SIDE PLAY - SPRINT TO CUT OFF CORNER BACK. ELIMINATE CORNER BACK FROM PURSUIT.
OFFSIDE TIGHT END	

PLUNGE 27-0

PLUNGE 26-0



BLOCKING RULES

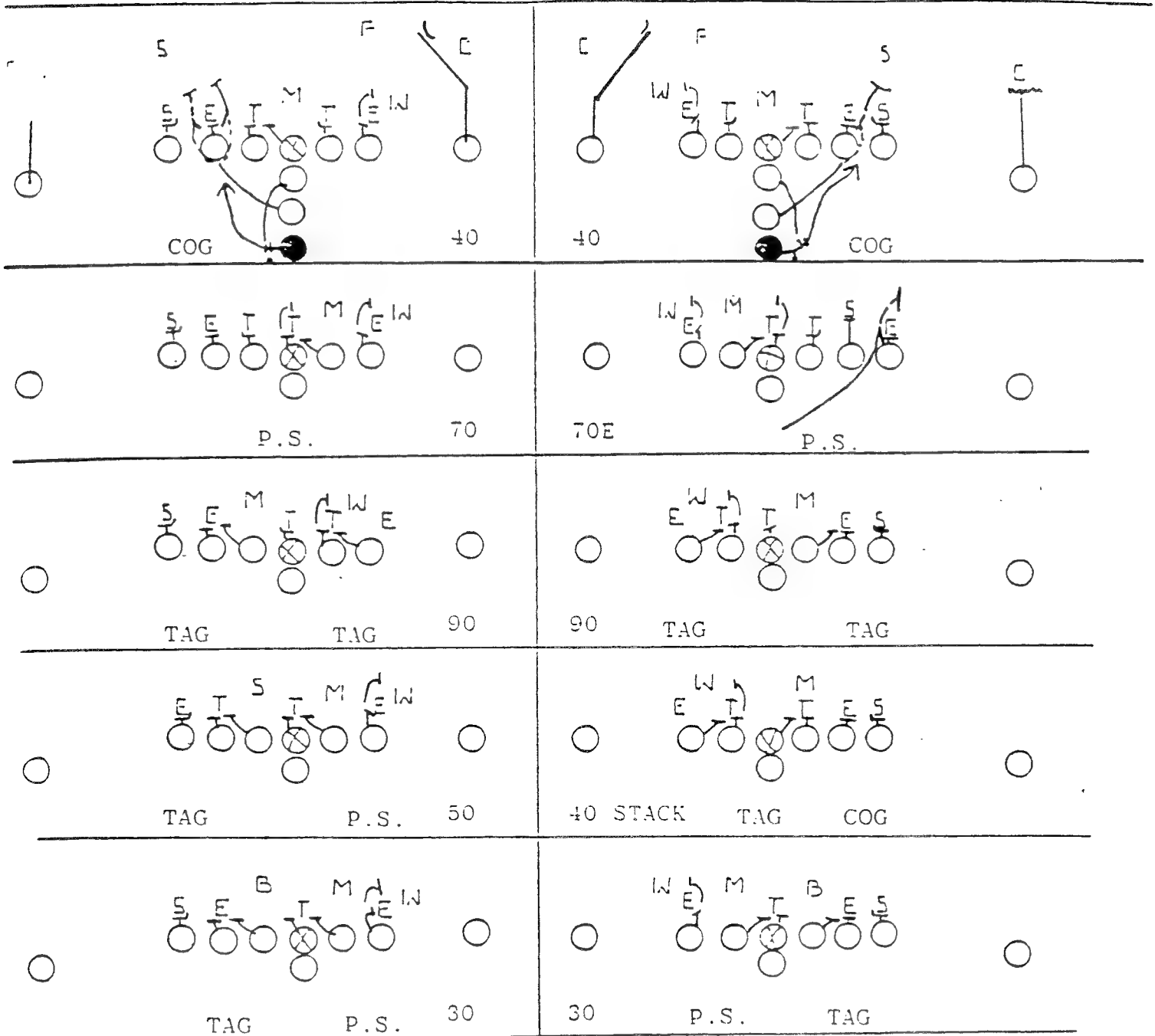
- Y - TESS - RELEASE OUTSIDE & BLOCK S.S.
- PT - M BLOC
- PG - M BLOC - COG 40 STK
- C - M BLOC
- OFG - PULL BLOC EMLOS
- OFT - SHUT OFF DE TO WILL (MD)
- Z - STALK AND OCCUPY CORNER BACK
- X - CUT OFF CORNER BACK
- QB -
- BC - SPRINT SPOT - INSIDE LEG OFF GUARD = SHORT LEAD STEP, CROSSOVER
- RB - PLANT - RUN TO HOLE
- RB - SPRINT SPOT - INSIDE LEG OFF GUARD - BLK DT TO NOSE = N/T CHASE.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	TESS - RELEASE OUTSIDE OF EMLOS - BLOC S.S.
PLAYSIDE TACKLE	M BLOC #2 MAN - STEP OUTSIDE FOOT, AIM FOR HIS MIDDLE - STAY ON HIM, IN OR OUT CHARGE - KEEP FEET & RUN HIM - PULLING GUARD & B.C. WILL RUN OFF YOUR BLOC - ALERT 70E, POSSIBLE GOT WITH YOUR GUARD.
PLAYSIDE GUARD	M BLOC #1 MAN - PROTECT PLAYSIDE - KEEP UP ON HIM - SUSTAIN YOUR BLOC - COG THE 40 STK & POSSIBLY VS 40 DEF.
CENTER	M BLOC #0 MAN - TAKE GOOD ANGLE TO CUT OFF MAC - VS THE 70, 70E, 50 & 30 DEF'S, YOU & FB WILL AREA BLOC THE NOSE & MAC - RUN COG WITH YOUR PLAYSIDE GUARD VS 40 STK & POSSIBLY VS. THE 40 - GOT TO STOP THE PURSUIT.
OFFSIDE GUARD	PULL, LOSE GROUND ON 2ND STEP, READ PLAYSIDE TACKLE'S BLOC TO ESTABLISH YOUR PATH TO YOUR BLOC ON EMLOS - DRIVE FACE FOR HIS MIDDLE & RUN HIM.
OFFSIDE TACKLE	SHUT OFF DE TO WILL (MD) - VS TAKE GOOD ANGLE DOWN STEP TO CUTOFF WILL, GO OFF D.T.'S BUTT - CANNOT PULL BECAUSE OF PLUNGE ACTION.
QUARTER BACK	<ol style="list-style-type: none"> 1. OPEN TO FB - TOKEN FAKE - GET DEPTH. 2. HAND BALL OFF TO BC AS DEEP AS POSSIBLE. 3. UNDERNEATH HAND OFF. 4. RETREAT AND FAKE PASS.
BALL CARRIER	SPRINT SPOT - INSIDE LEG OF OFF GUARD = SHORT LEAD STEP, CROSS OVER, PLANT RUN TO HOLE, HAND OFF SHOULD BE MADE AT 4 to 4½ YDS FROM LOS. READ PULLING GUARDS BLOCK ON END MAN ON LOS. CP: DO NOT CROWD LOS. UNDERNEATH BALL HANDLING.
REMAINING BACK	SPRINT SPOT - INSIDE LEG OF OFF GUARD - BLOCK DT VS EVEN FRONT, VS. ODD FRONT CLIP NOSE N/T CHASE TO PLAY SIDE BLOCK ANY COLOR.
SPLIT - X	THIS PLAY IS A STRONG SIDE PLAY AWAY FROM YOU - SPRINT TO CORNER AND CUT OFF CORNER FROM PURSUIT.
FLANKER - Z	YOU ARE RESPONSIBLE FOR CORNER BACK YOUR SIDE. IT IS A SLOW DEVELOPING PLAY STALK AND OCCUPY CORNERBACK.
OFFSIDE TIGHT END	

27 CLEAN

26 CLEAN

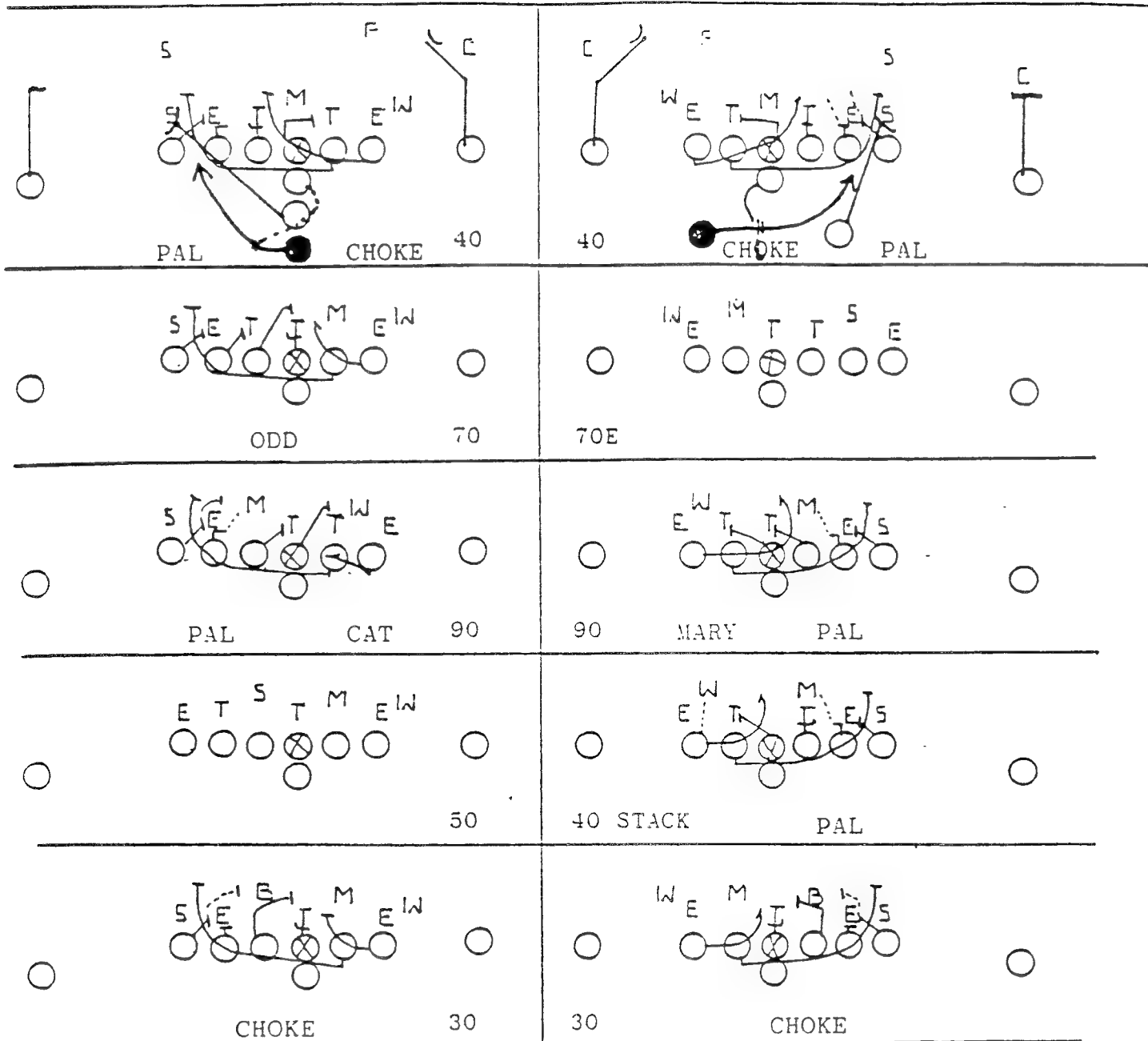


BLOCKING RULES

- Y - M BLOC EMLOS
- PT - M BLOC - TAG
- OG - M BLOC - TAG - COG
- M BLOC - COG - P.S.
- FG - M BLOC - P.S. - TAG
- FT - WALL OFF M.D. - TAG
- BLOCK DEEP 1/3.
- CUT OFF CORNER BACK
-
-
- TC - ROLL TO NEAR LEG OF PLAYSIDE TACKLE, KEY OT'S BLK RUN DAYLITE
- SPRINT SPOT - TAIL OG PLAYSIDE TACKLE CLEAN OT'S BLOCK, N/T GO TO

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	M BLOC EMLOS - DRIVE HIM OUTSIDE - SUSTAIN BLOC - STUNT INSIDE. GOT TO COLLAPSE HIM WITH NO PENETRATION.
PLAYSIDE TACKLE	M BLOC #2 MAN - DRIVE FACE FOR HIS MIDDLE, DRIVE HIM BACK SUSTA POSSIBLE HELP FROM R.B. - TAG WILL BE RUN VS. BUBBLE YOUR SIDE.
PLAYSIDE GUARD	M BLOC #1 MAN - DRIVE FACE FOR OUTSIDE #, MOVE HIM & SUSTAIN - BUBBLE ON YOU WILL BE TAG BLOCKING VS 40 & 40 STK, RUN COG WITH YOUR OCN - MUST KEEP FEET & RUN WITH THEM.
CENTER	M BLOC #0 MAN - EVEN DEF., COG WITH PLAYSIDE GUARD, MUST KEEP FEET & RUN WITH YOUR BLOC, GIVE THE B.C. A CHANCE - ODD DEF, POWER SNAPPER WILL BE USED, SAME AS COG, HAVE TO STAY UP & RUN WITH BLOC, GET TO LB'ER.
OFFSIDE GUARD	M BLOC #1 MAN - DRIVE FACE FOR INSIDE #, GET INSIDE POSITION QUICKLY, KEEP HIM THERE - BUBBLE ON YOU, RUN POWER SNAPPER WITH OCN, KEEP FEET, RUN WITH IT WORKING TO TAKE OVER THE NOSE OR LB'ER - TAG WILL BE RUN VS. 90 & 10 STK, TRY TO HELP YOUR OTT BY SLAMMING D.T. AS YOU GO THRU FOR WILL.
OFFSIDE TACKLE	SINGLE WALL OFF, YOU GOT TO SHUT OFF THE MOST DANGEROUS (M.D.) VITAL WE GET BACKSIDE SHUT DOWN - VS. 40 STK & 90, HAVE TO RUN TAG BLOCING WITH YOUR GUARD.
QUARTER BACK	1. OPEN TO BC 2. GET DEPTH - HAND OFF AS DEEP AS POSSIBLE 3. SET UP FOR PASS
BALL CARRIER	SPRINT SPOT - ROLL TO NEAR LEG OF PLAY SIDE TACKLE, ACCEPT BALL KEY OT'S BLOCK AND FB'S COURSE. RUN TO DAYLITE. VS EXCHANGE OR OT UNCOVERED. KEY TE'S BLOCK.
REMAINING BACK	SPRINT SPOT - TAIL OF PLAYSIDE TACKLE, CLEAN BLOCK WITH O.T. IF NEEDED. NOT NEEDED GO TO SECOND LAYFR, BUCK OR "R". VS EXCHANGE KEY TE'S BLOCK FOR CLEAN. VS STUB DOG IN "D" GAP LEAD OUTSIDE.
SPLIT - X	ELIMINATE CORNER BACK FROM PURSUIT. THIS IS A CUT OFF BLOCK.
FLANKER - Z	BLOCK DEEP 1/3 - STALK AND OCCUPY - THIS IS A SLOW DEVELOPING PLAY.
OFFSIDE	



BLOCKING RULES

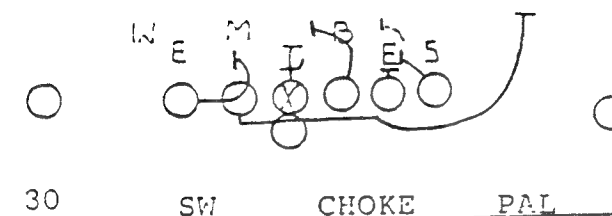
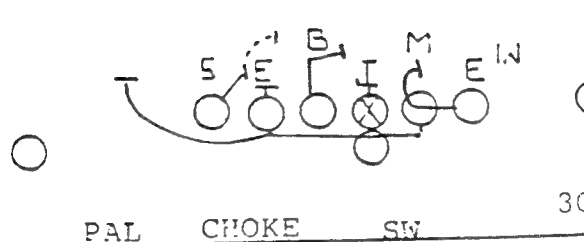
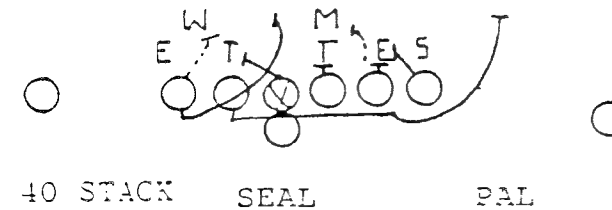
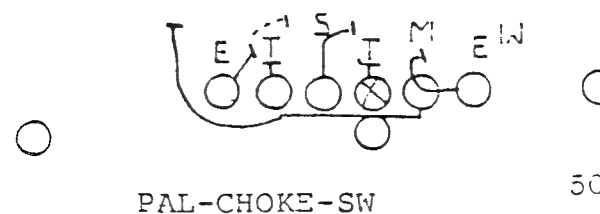
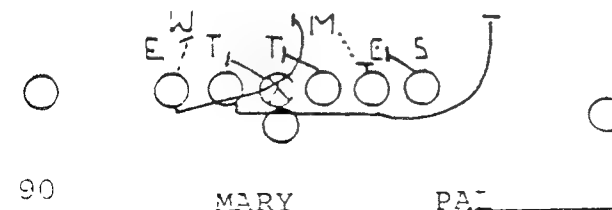
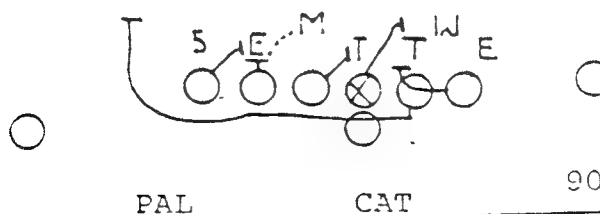
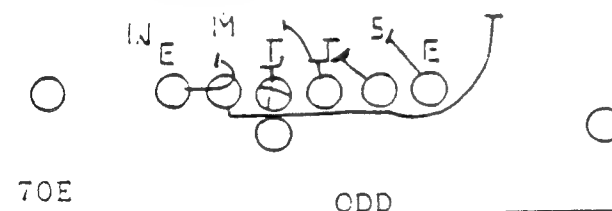
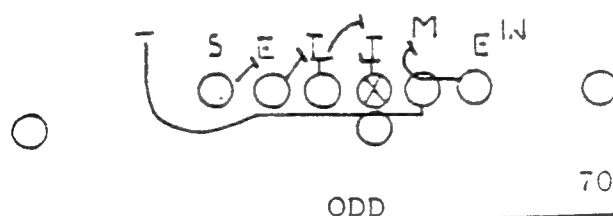
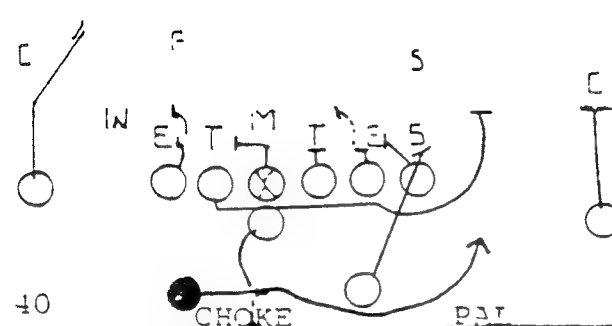
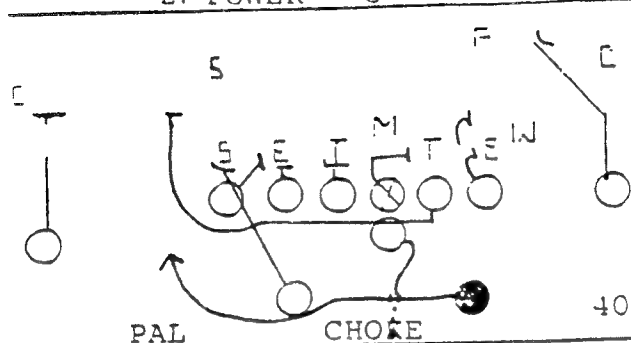
- Y - POWER BLOC WITH OTT (PAL) - ALERT 70 DEF, ODD CALL, SOLO DOWN BLOC.
- PT - POWER BLOC WITH TE (PAL) - ALERT 70 DEF, ODD OR SQUEEZE CALL
- PG - M BLOC - ALERT ODD, CAT, MARY - CHOKE, 30 DEF, BUCK TO MAC
- U - AWAY (CHOKE) - M BLOC - MARY - CAT
- OFG - PULL FOR HOLE, LOOK INSIDE, BUCK TO MAC, TO S.S.
- OFT - PULL, SEAL
- BLOCK DEEP 1/3
- CUT OFF CORNER BACK
- QB -
- EC - SPRINT SPOT - OUTSIDE LEG OF PLAYSIDE TACKLE. I-FORMATION ROLL.
- EB - RED AND BROWN LEAD STEP. FAVOR POWER BLOCK.
- EB - LEAD STEP FOR INSIDE LEG OF TE BLOCK END MAN ON LINE.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	POWER BLOC #2 MAN WITH OTT - STEP WITH NEAR FOOT, AIM FOR NEAR HIP - SUSTAIN BLOC AT 45° ANGLE INWARD - PAL SITUATION FOR 30, 90 DEF. YOU'LL GET A FACE PAST FROM OTT VS 30, LOOK TO COME OF QUICK FOR BUCK - 70 DEF. ODD OR SQUEEZE CALL. PUTS YOU ALONE C
PLAYSIDE TACKLE	POWER BLOC #2 MAN. YOU'LL SHOULDER POST THE 40, 90, 40 STR, EYE BALL MAC FOR INSIDE STUNT, HE IS YOURS - NO STUNT, DRIVE D.E. B & WORK YOUR HEAD TO OUTSIDE TO HANDLE HIM ALONE - CAN USE GOOD POST VS. 30 DEF - ALERT FOR ODD OR SQUEEZE CALL FROM YOUR GUARD 70 DEF - ODD PUTS YOU DOWN ALONE ON D.T. & SQUEEZE PUTS YOU IN PAL SITUATION WITH GUARD.
PLAYSIDE GUARD	M BLOC #1 MAN, KEEP HIM TO INSIDE, CONTAIN HIM - VS 30, WORK CH ON BUCK, BLOC HIM IF YOU CAN BUT DON'T CHASE HIM, THEN BACK TO VS 70, MAKE ODD, YOU THRU ON MAC, OR SQUEEZE, PAL THE D.T. WITH YOUR OTT - MARY OR CAT CALL BRINGS YOU DOWN ON NOSE, CONTAIN WI NO PENETRATION.
CENTER	CHOKE BLOC MAC IF UNCOVERED, CONTAIN D.T. - MAC UP TITE MAKE OF CALL. ALL DBL. TEAMS ARE OFF. - M BLOC NOSE UNLESS MARY OR CAT, WHICH PUTS YOU AWAY ON D.T. OR WILL.
OFFSIDE GUARD	PULL, EYEBALL STUB, TURN UP HOLE IF POSSIBLE, LOOK INSIDE FOR BUCK OR MAC, THEN GO TO S.S. - IF STUB IS TITE, PULL AROUND, LOOK TO S.S.
OFFSIDE TACKLE	PULL SEAL BY SCOUTING REPORT.
QUARTER BACK	<ol style="list-style-type: none"> 1. SERIES WILL DICTATE BALL HANDLING 2. OPEN TO BC (BROWN - RED - I) 3. TOSS SERIES - REVERSE AND TOSS TO BC 4. HAND DEEP AND QUICK TO BC 5. FAKE BOOT - FROM I FAKE PASS
BALL CARRIER	SPRINT SPOT - OUTSIDE LEG OF PLAYSIDE TACKLE - I - FORMATION ROLL. RED & BROWN FORMATION LEAD STEP. ALL TECHNIQUES APPLY ON HANDOFF OR TOSS ACTION, FAVOR POWER BLOCK.
REMAINING BACK	LEAD STEP FOR INSIDE LEG OF TE. USE 6 & 7 HOLE BOB BLOCK TECHNIQUE ON END MAN ON L.O.S. IF STUB PLAYS TOUGH INSIDE ON TE, KEEP COMING, LOOK INSIDE FOR 1ST SHOW. APPLY 8 & 9 HOLE BOB BLOCK TECHNIQUE.
SPLIT - X	THIS PLAY GOES AWAY FROM YOU. SPRINT TO A POSITION TO CUT OFF CORNER BACK. ELIMINATE PURSUIT OF CORNER BACK. IF CLOUD OR CROWD FADE.
FLANKER - Z	THIS IS A STRONG SIDE 6 OR 7 HOLE PLAY. YOU ARE RESPONSIBLE FOR DEEP 1/3, - IT TAKES TIME TO GET TO YOU, STALK AND OCCUPY DEEP 1/3.
OFFSIDE	

27 POWER - O - OUTSIDE

26 POWER - O - OUTSIDE

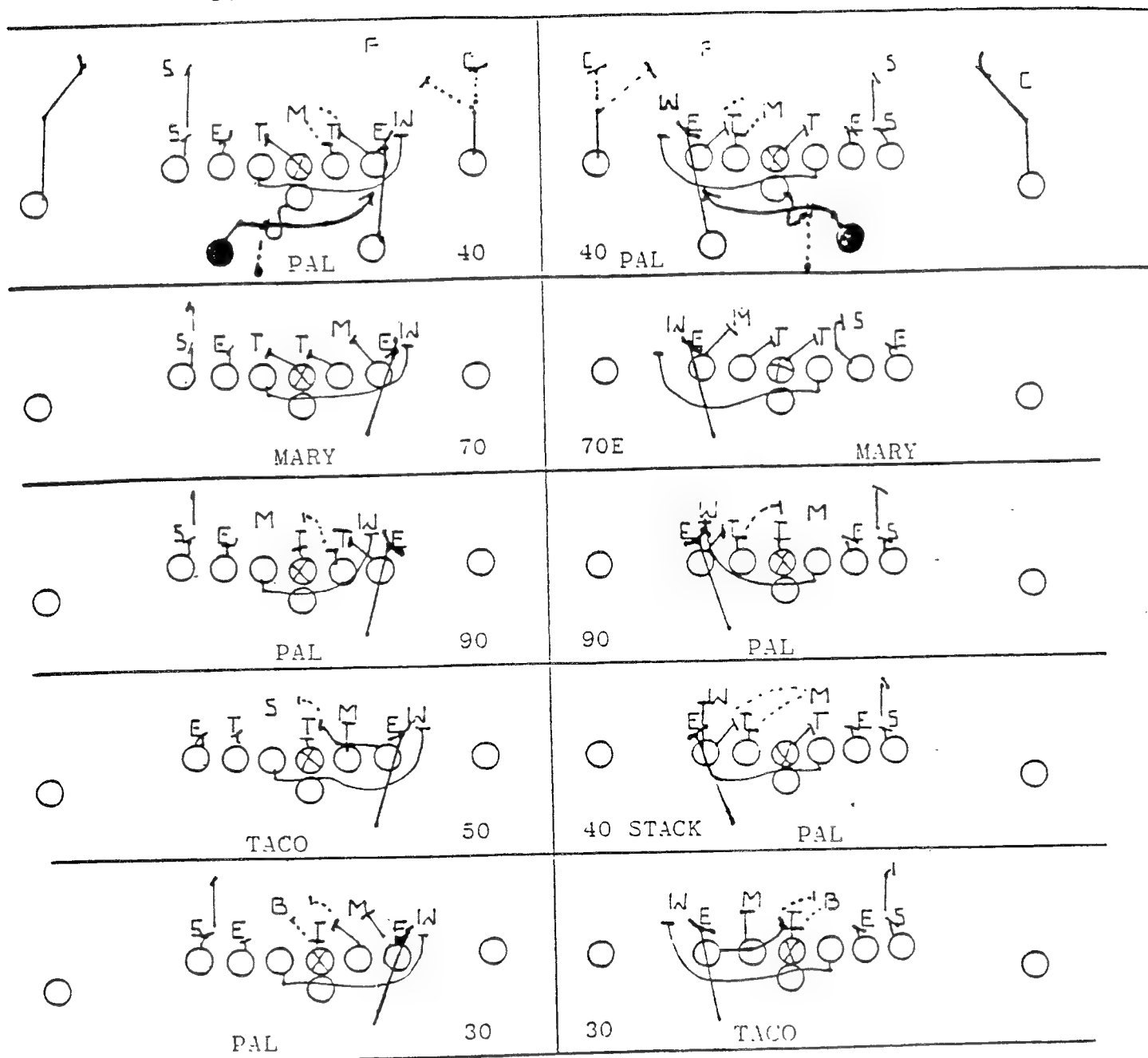


BLOCKING RULES

- V - POWER BLOC WITH OTT (PAL)-ALERT 70 DEF, ODD CALL, SOLO DOWN BLOC
- PT - POWER BLOC WITH TE (PAL)-ALERT 70 DEF, ODD OR SQUEEZE CALL
- PG - M BLOC - ALERT ODD, CAT, MARY - CHOKE, 30 DEF, BUCK TO MAC
- C - AWAY (CHOKE) - M BLOC - MARY - CAT
- OFG - PULL FOR 6-7 HOLE, SWING AROUND BOE BLOC, BLOC S.S.
- OFT - SIFT-SEAL WHEEL-CAT-MARY
- T - BLOCK DEEP 1/3
- X - CUT OFF CORNER BACK
- QB -
- BC - LEAD STEP - ON CROSS OVER - ACCEPT BALL - KEY BOB BLOCK - DON'T CROWD PULLING GUARD
- WB - BOB BLOCK - 1ST MAN OUTSIDE. TE'S BLOCK N/T LOOK INSIDE FOR 1ST SHOW.

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	POWER BLOC #2 MAN WITH OTT - STEP WITH NEAR FOOT, AIM FOR NEAR HIP - SUSTAIN BLOC AT 45° ANGLE INWARD - PAL SITUATION FOR 30, 40, 90 DEF. YOU'LL GET A FACE POST FROM OTT VS 30, LOOK TO COME OFF QUICK FOR BUCK - 70 DEF., ODD OR SQUEEZE CALL, PUTS YOU ALONG O.	
PLAYSIDE TACKLE	POWER BLOC #2 MAN, YOU'LL SHOULDER POST THE 40, 90, 40 STK, EYE BALL MAC FOR INSIDE STUNT, HE IS YOURS - NO STUNT, DRIVE D.E. B & WORK YOUR HEAD TO OUTSIDE TO HANDLE HIM ALONE - CAN USE GOOD FACE POST VS. 30 DEF - ALERT FOR ODD OR SQUEEZE CALL FROM YOUR GUARD VS. 70 DEF - ODD PUTS YOU DOWN ALONE ON D.T. & SQUEEZE PUTS YOU IN PAL SITUATION WITH GUARD.	
PLAYSIDE GUARD	M BLOC #1 MAN, KEEP HIM TO INSIDE, CONTAIN HIM - VS 30, WORK CHOKE ON BUCK, BLOC HIM IF YOU CAN BUT DON'T CHASE HIM, THEN BA TO MAC-VS 70, MAKE ODD, YOU THRU ON MAC, OR SQUEEZE, PAL THE D.T. WITH YOUR OTT -MARY OR CAT CALL BRINGS YOU DOWN ON NOSE, CONTAIN WITH NO PENETRATION.	
CENTER	CHOKE BLOC MAC IF UNCOVERED, CONTAIN D.T. - MAC UP TITE MAKE OD CALL, ALL DBL. TEAMS ARE OFF. - M BLOC NOSE UNLESS MARY OR CAT, WHICH PUTS YOU AWAY ON D.T. OR WILL.	
OFFSIDE GUARD	PULL FOR 6-7 HOLE, AS YOU APPROACH HOLE BE PREPARED TO PULL AROUND YOUR FB'S BOB BLOC ON STUB (EMLOS) AND FIND S.S., BLOCK HIM - ANY CLEAN RUN THRU BY LB'ER BE ALERT & BLOCK HIM.	
OFFSIDE TACKLE	PULL SEAL BY SCOUTING REPORT.	
QUARTER BACK	<ol style="list-style-type: none"> 1. SERIES WILL DICTATE BALL HANDLING 2. OPEN TO BC (BROWN - RED - I) 3. TOSS SERIES - REVERSE AND TOSS TO BC 4. HAND DEEP AND QUICK TO BC 5. FAKE BOOT - FROM I FAKE PASS 	
BALL CARRIER	SPRINT SPOT - OUTSIDE LEG OF PLAYSIDE TACKLE - I - FORMATION ROLL. RED & BROWN FORMATION LEAD STEP. ALL TECHNIQUES APPLY ON HANDOFF OR TOSS ACTION, FAVOR POWER BLOCK.	
REMAINING BACK	LEAD STEP FOR INSIDE LEG OF TE. USE BOB BLOCK TECHNIQUE ON END MAN ON L.O.S. IF STUB PLAYS TOUGH INSIDE ON TE, KEEP COMING, LOOK INSIDE FOR 1ST SHOW. APPLY 8 & 9 HOLE BOB BLOCK TECHNIQUE.	
SPLIT - X	THIS PLAY GOES AWAY FROM YOU. SPRINT TO A POSITION TO CUT OFF CORNER BACK. ELIMINATE PURSUIT OF CORNER BACK. IF CLOUD OR CROWD FADE.	
FLANKER - Z	THIS IS A STRONG SIDE 6 OR 7 HOLE PLAY. YOU ARE RESPONSIBLE FOR DEEP 1/3 - IT TAKES TIME TO GET TO YOU, STALK AND OCCUPY DEEP 1/3.	
OFFSIDE TIGHT END		



BLOCKING RULES

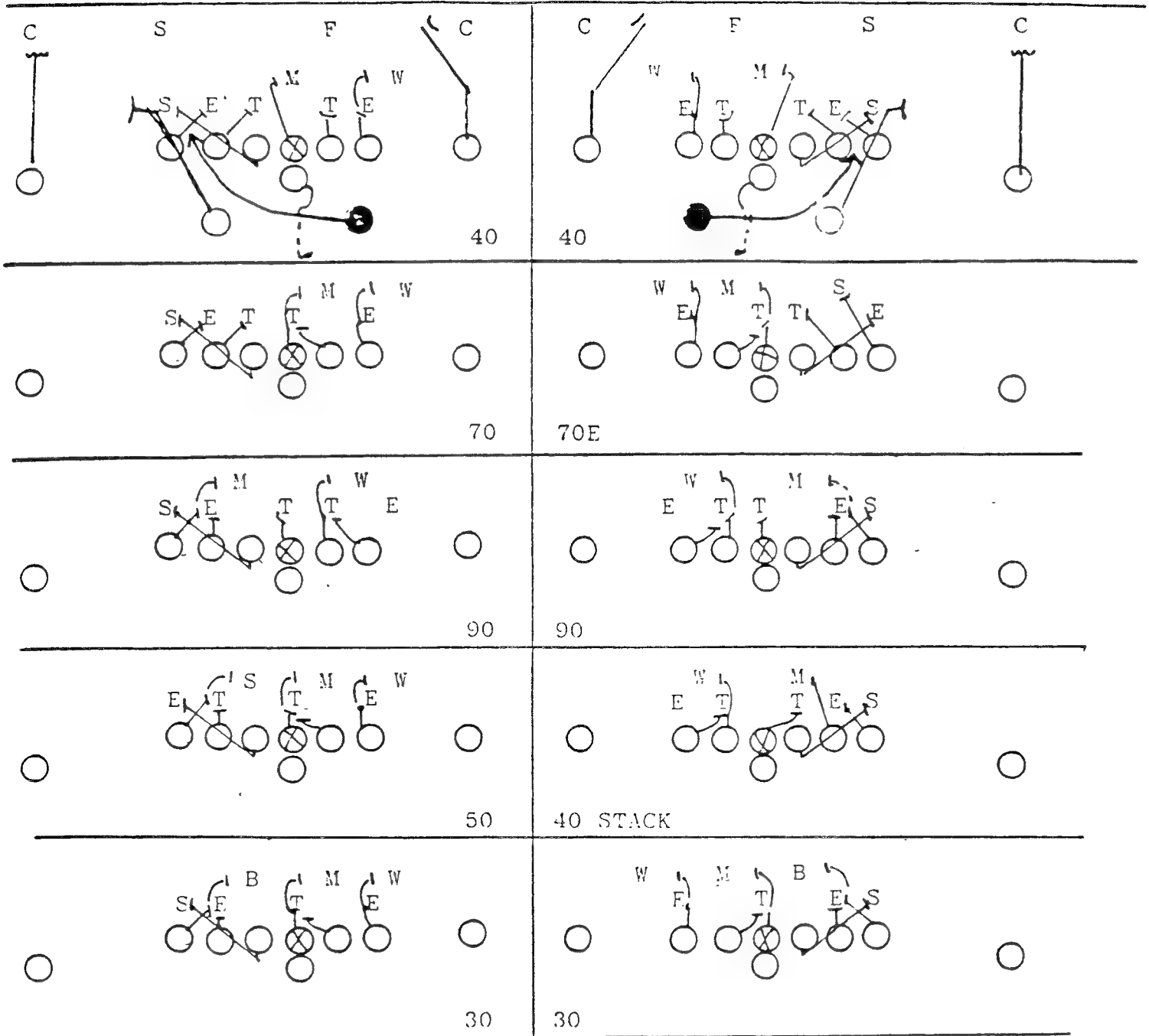
- Y - INSIDE RELEASE SS
- PT - BLOC 1ST MAN INSIDE, ON OR OFF LOS - TACO
- PG - DO DAD WITH OTT - MARY - TACO (M)
- C - AWAY BLOC (MARY) - TACO
- OFG - PULL, BLOCK WILL
- OFT - SHUTOFF MAN ON
- Z - CUT OFF CORNER BACK
- X - OPTION BLOCK
- QB -
- BC - SPRINT SPOT - FAR LEG OF CENTER, LEAD STEP, ON CROSSOVER, COME FLAT READ TRAPPING GUARD.
- RB - SPRINT SPOT - OUTSIDE LEG OF PLAYSIDE TACKLE. BIM BLOCK DE=ALERT BAT CALL: 1ST INSIDE BACKER, VS WILL DOG BLOCK WILL.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	INSIDE RELEASE, SLAM STUB TO S.S. - IF STUB FIGHTS TOUGH STAY ON HIM, IF YOU HAVE TO - KEEP HIM FROM QUICK INSIDE PURSUIT.
PLAYSIDE TACKLE	PAL BLOC WITH YOUR GUARD WHEN HE IS COVERED - 90 DEF EXPECT TO HANDLE D.T. ALONE AS YOUR GUARD WILL SLAM HIM THEN THRU ON MAC- BUBBLE YOUR SIDE, DRIVE THRU INSIDE TO BLOC MAC - TACO BLOC ON USED VS 30, & 50 DEF; PUTS YOU FLAT INSIDE FOR A STEP, ANGLE TO NOSE. PAL WITH YOUR OCN ON NOSE & BUCK/STUB - MUST MAKE QUICK READ ON HIT.
PLAYSIDE GUARD	PAL BLOC WITH YOUR OTT WHEN YOU ARE COVERED, DRIVE INTO D.T. WITH OUT. SHOULDER, KEEPING EYES ON LB'ER FOR INSIDE STUNT, NO STUNT, WORK BACK TO YOUR D.T. TO HANDLE HIM ALONE. BUBBLE ON YOU, MARY CALL, PUTS YOU DOWN ON NOSE, NO PENETRATION. PAL BLOC THE 30 & 50 WITH YOUR OCN UNLESS OCN CALLS TACO, THIS PUTS YOU ON LB'ER OVER YOU.
CENTER	BLOC AWAY ANYTIME YOUR OFF GUARD IS COVERED, CANNOT ALLOW ANY PENETRATION, GET HEAD IN FRONT OF D.T. PAL BLOC WITH YOUR PLAYSIDE GUARD VS 30 & 50. THE TACO CALL WILL ALSO BE USED VS. THE 30 & 50 DEF, THIS IS REALLY A PAL BLOC OF SORTS BETWEEN YOU & THE PLAYSIDE TACKLE. MARY BLOC IS YOUR TOUGHEST, DO IT CORRECTLY.
OFFSIDE GUARD	GIVE GROUND ON 2ND STEP TO CLEAR BIM BLOC - KEY BIM BLOC & TAKE BEST PATH TO WILL - ALERT 90, WILL PROBABLY TURN UP ON WILL.
OFFSIDE TACKLE	SHUT OFF D.E. - ZONE STEP DOWN TO HELP OCN ON 70E DEF.
QUARTER BACK	1. OPEN AND DROP DEEP, BC WILL COME UNDERNEATH YOU. 2. SET FOR PASS.
BALL CARRIER	SPRINT SPOT = FAR LEG OF CENTER, FLATTEN OUT ON CROSSOVER STEP READ TRAPPING GUARDS BLOCK, DON'T CROWD PULLING GUARD. RUN DAYLITE. CP: THIS UNDERNEATH BALL HANDLING.
REMAINING BACK	SPRINT SPOT - OUTSIDE LEG OF PLAYSIDE TACKLE BIM BLOCK DE, ALERT BAT CALL, BLOCK 1ST INSIDE BACKER = ALERT WILL DOG, BLK WILL, ALLOW NO COLOR TO CROSS YOUR FACE, WHEN WILL IS "L" POSITION 90-40 STACK - 40L = ALERT TO BLOCK DE OUT.
SPLIT - X	THIS IS AN OPTION BLOCK. READ FORCE AND BLOCK MOST DANGEROUS MAN.
FLANKER - Z	CUT OFF THE CORNER. CP IF CORNER BACK IS IN A CLOUD OR CROWD POSITION, RUN FADE ON HIM.
OFFSIDE	

27-G

26-G



BLOCKING RULES

- Y - DOWN BLOC #2
- PT - DOWN BLOC #1 - SHOULDER POST #2, 90, 50 & 30 DEF - ALERT EVEN 40 ST
- PG - G TRAP #3 INSIDE-OUT - POSSIBLE LOC
- OCN - M BLOC #0 (POWER SNAPPER 70, 50 & 30 DEF) OVERBLOC 40 STK-EVEN CALL
- OFT G - M BLOC #1 (POWER SNAPPER WITH OCN VS 70, 30 & 50 DEF, TAG 90
- OFT T - M BLOC MOST DANGEROUS - TAG 90 DEF.
- Z - BLOCK DEEP 1/3
- X - CUT OFF CORNER BACK
- QB -
- BC - LEAD STEP - ON CROSS OVER - GAIN GROUND - KEY PLAYSIDE GUARD & FB BLOCK
- RB - SPRINT SPOT - TE'S OUTSIDE LEG - BLUFF-END MAN ON L.O.S. - BLOCK

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	DOWN BLOC #2 - STOP NEAR FOOT - AIM HEAD SLIGHTLY IN FRONT - STOP HIM. MOVE HIM, SUSTAIN. PAL BLOC THE 90, 30 & 50 DEF. WITH YOUR OTT.	
PLAYSIDE TACKLE	DOWN BLOC #1 - STEP NEAR FOOT - AIM SLIGHTLY - STOP HIM. ALLOW NO PENETRATION, SUSTAIN HIM - CAN GO TO REVERSE BODY - SHOULDER POST 30, 90 & 50 DEF., EYEBALL ILB'ER, 1ST RESPONSIBILITY, WORK TO TAKE OVER #2 AS ILB'ER DISAPPEARS.	
PLAYSIDE GUARD	G TRAP EMLOS - TAKE GOOD IN-OUT ANGLE, DRIVE HIM OUT ON CONTACT ALERT FOR POSSIBLE LOG - IF #3 HAS UPFIELD CHARGE OUT OF YOUR PATH, LET HIM GO TO FB, YOU TURN UP ON S.S.	
CENTER	M BLOC #0 - DRIVE FOR GOOD CUTOFF ANGLE ON MAC IN 40 DEF. RUN POWER SNAPPERS VS 30, 50 & 70 DEF. - VS 40 STACK, MAKE EVEN CALL TO P.T., PUTTING HIM ON MAC & YOU ON D.T., MUST STAY UP, RUN WITH HIM.	
OFFSIDE GUARD	CONTAIN #1 ON LOS. DON'T LET HIM PURSUE - RUN POWER SNAPPER VS 30, 50 & 70 DEF - MUST TAG 90 DEFENSE.	
OFFSIDE TACKLE	SIFT TO MOST DANGEROUS ON ALL DEFENSES EXCEPT THE 90 DEF. - MUST RUN TAG WITH YOUR GUARD.	
QUARTER BACK	<ol style="list-style-type: none"> 1. OPEN TO B.C. 2. GET DEPTH AS QUICKLY AS POSSIBLE 3. HAND OFF. FAKE BOOTLEG. 	
BALL CARRIER	SPRINT SPOT - TE'S INSIDE LEG - ON CROSS OVER ACCEPT BALL - YOU SHOULD BE GAINING GROUND. KEY PLAYSIDE GUARD AND FB'S BLOCK ON END MAN ON LINE - RUN TO DAYLITE.	
REMAINING BACK	SPRINT SPOT - TE'S OUTSIDE LEG - BLUFF END MAN ON LINE - BLOCK FORCE - ALERT - IF END MAN ON LINE CROSSES YOUR FACE, BLOCK HIM THE GUARD WILL TURN UP INSIDE - GET GOOD INSIDE OUT POSITION TO DEFINE GUARD ASSIGNMENT.	
SPLIT - X	SPRINT TO ELIMINATE PURSUIT OF CORNERBACK. THIS IS CALLED A CUT OFF BLOCK.	
FLANKER - Z	RELEASE FROM L.O.S. AND BLOCK DEEP 1/3.	
OFFSIDE TIGHT END		

8-9 HOLE AND BLOCKING SCHEMES

RED - 28-29 BOB SWEEP

BROWN - TOSS & SLANT 38 & 39

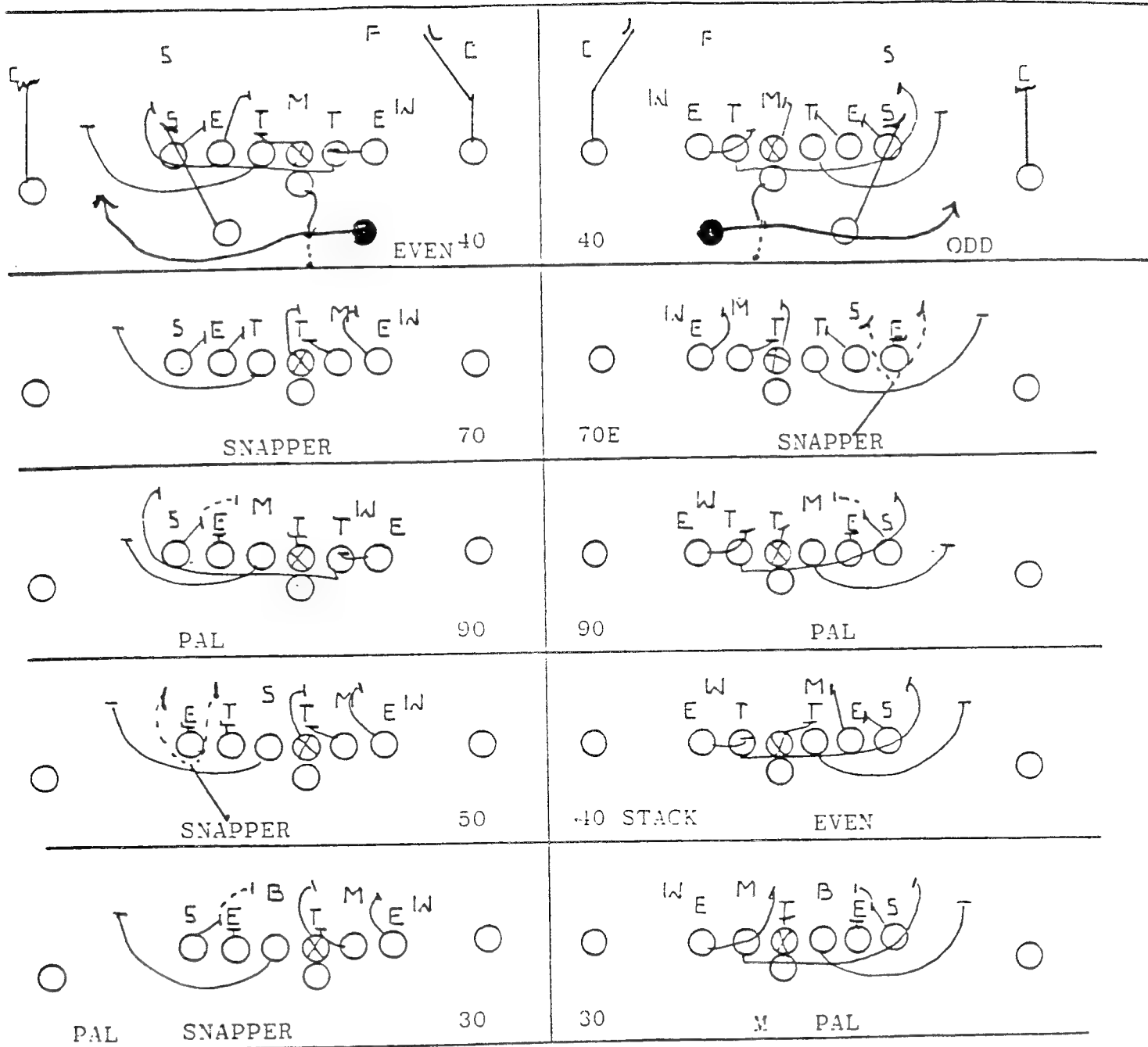
I - VEER 28-29

I - 28-29 TOSS

FLANK - TOSS 38-39-TG

SWEEP 29 BOB

SWEEP 28 BOB

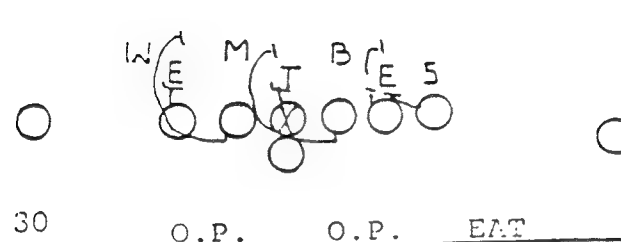
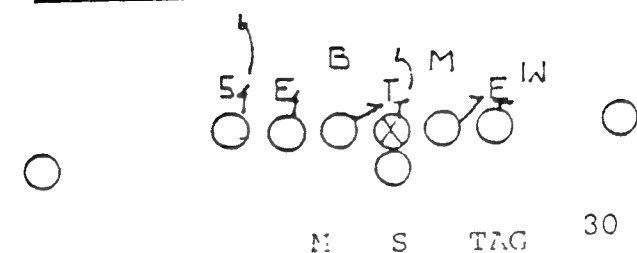
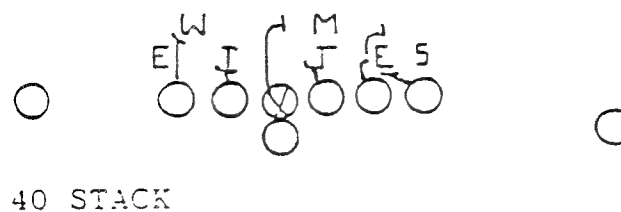
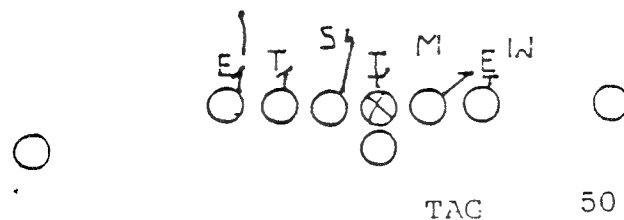
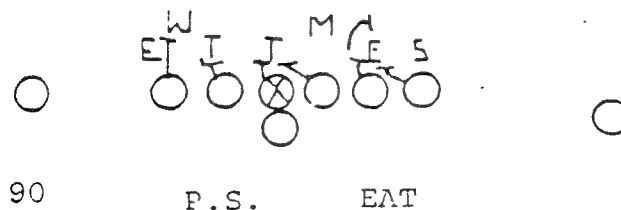
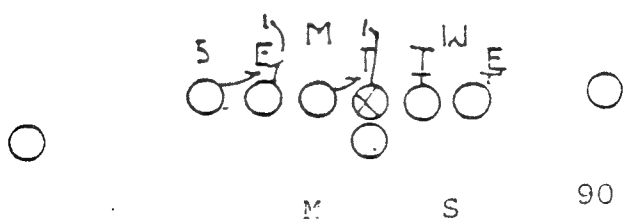
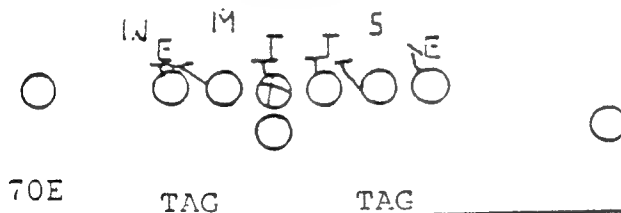
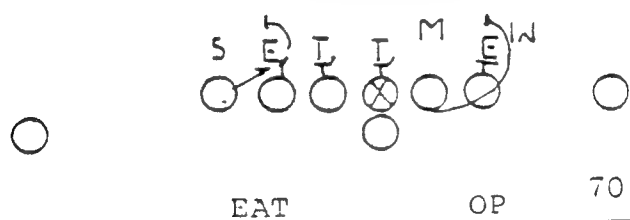
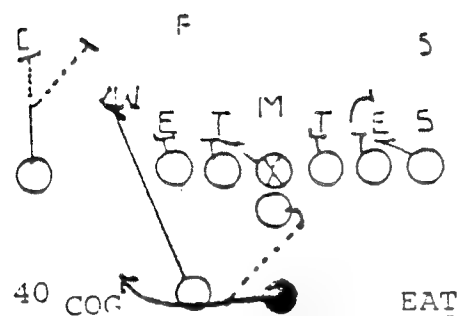
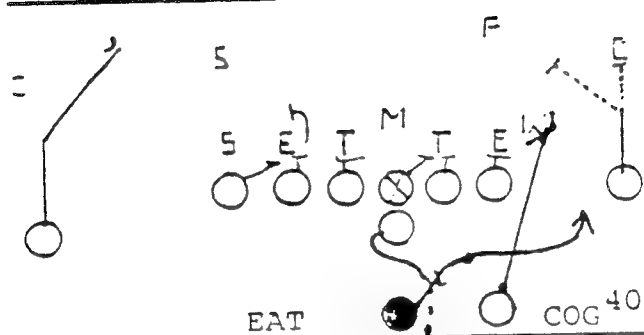


BLOCKING RULES

- Y - DOWN BLOC #2 MAN - HOOK 70E & 50 - PAL 90 & 30 WITH OTT
- PT - BLOC ODD OR EVEN - PAL THE 90 & 30 DEF WITH TE.
- PG - PULL DEEP, BLOC FORCE
- C - ODD, EVEN, M & SNAPPER
- OFG - PULL, SECURE BOB BLOC, CLEAN UP, BLOC INSIDE PURSUIT - SNAPPER NOSE
- OFT - SEAL
- Z - BLOCK DEEP 1/3
- X - CUT OFF CORNER BACK
- QB -
- BC - SPRINT SPOT - SIDELINES - DRIVE Laterally - ACCEPT BALL - SLIGHT BELLY - READ BOB BLOCK RUN DAYLITE.
- RB - SPRINT SPOT - OUTSIDE LEG OF TE - LEAD STEP - BLOCK END MAN ON LOS. ALERT EXCHANGE LOOK. SIGHT ADJUST WITH TE.

COACHING POINTS

FORMATIONS:		SPLITS:
TIGHT END	DOWN BLOCK #2 MAN - STEP WITH INSIDE FOOT, AIM SLIGHTLY IN FRONT - ALLOW NO PENETRATION - ALL YOU HAVE TO DO IS KEEP HIM THERE - SHOULDER OR REVERSE BODY BLOC ARE GOOD - PAL, READ QUICKLY ON G. GIVE OTT LITTLE HELP, GET TO ILB'ER - HOOK EMLOS VS 70E & 50.	
PLAYSIDE TACKLE	ALERT FOR OCN'S ODD OR EVEN CALL - DOWN BLOC ON D.T., ALLOW NO PENETRATION, STEP WITH INSIDE FOOT, AIM SLIGHTLY IN FRONT - KEEP HIM THERE WITH REVERSE BODY OR SCRAMBLE - <u>EVEN</u> - DRIVE THRU & SQUARE UP ON MAC VS 34 & 90, PAL BLOC WITH TE, EYE BALL ILB'ER. YOU POST D.E.	
PLAYSIDE GUARD	PULL WITH IMMEDIATE DEPTH TO CLEAR BOB BLOC OF BACK - ONCE CLEAR FIND FORCE & BLOC HIM.	
CENTER	MUST MAKE CALL TO PLAYSIDE TACKLE - ODD IS PREFERRED CALL (ALSO ALC) - SPACING OF D.T. & MAC WILL DETERMINE YOUR CALL - VS. STRONGSIDE ODD DEF. MAKE SNAPPER CALL WITH OFF GUARD - ODD CALL BLOC #0 MAN, PROTECT PLAYSIDE - <u>EVEN</u> CALL, REACH (OVER BLOC) #1 MAN ONSIDE.	
OFFSIDE GUARD	PULL PARALLEL, THEN SLIGHT FADE FROM LOS - CLEAR ALL BLOCS, CHECK BOB BLOC - IF CLEAN, TURN INSIDE, BLOC PURSUIT. ALERT, <u>HAT</u> CALL TO OFF TACKLE IF #1 MAN IS IN GAP.	
OFFSIDE TACKLE	SEAL - PULL WITH OFF GUARD - BLOC 1ST MAN TO INSIDE - VS ODD, LISTEN TO CALL, M CALL, SEAL BUBBLE, TURN BACK ON WILL - SNAPPER CALL, WORK SINGLE WALL OFF ON M.D.	
QUARTER BACK	<ol style="list-style-type: none"> 1. OPEN TO BC 2. HAND OFF DEEP & QUICK - SEAT THE BALL 3. FAKE BOOT 4. CHECK REVERSE 	
BALL CARRIER	SPRINT SPOT - SIDELINE - DRIVE PARALLEL - SLIGHT BELLY AFTER RECEIVING BALL TO ALLOW LEAD GUARD TO CLEAR FB'S BLOCK - KEY BOB BLOCK - RUN DAYLITE.	
REMAINING BACK	SPRINT SPOT - LEAD STEP OUTSIDE LEG OF THE BLOCK END MAN ON LOS - ALERT EXCHANGE LOOK. READ TE'S BLOCK FOR ADJUSTMENT.	
SPLIT - X	SPRINT TO ELIMINATE PURSUIT OF CORNER BACK - THIS IS A CUT OFF BLOCK.	
FLANKER - Z	BLOCK DEEP 1/3. THIS IS A SLOW HITTING PLAY STALK AND OCCUPY DEEP 1/3.	
OFFSIDE		



BLOCKING RULES

Y - S.S. - EAT

PT - M BLOC HOOK #2 MAN - TAG - (3 OR 4 CALL)

PG - M BLOC #1 MAN - TAG - O.P. (OPTION PULL) - COG

C - M BLOC #0 MAN - COG - P.S. - SNAPPER

OFG - M BLOC #1 MAN - TAG - P.S. - SNAPPER - OP

OFT - M BLOC #2 MAN - EAT - TAG

Z - CUT OFF CORNER BACK

X - OPTION BLOCK FORCE

QB -

BC - SPRINT SPOT - LEAD STEP - INSIDE LEG OT OF SLANT - TOSS SPRINT SPOT SIDELINE.

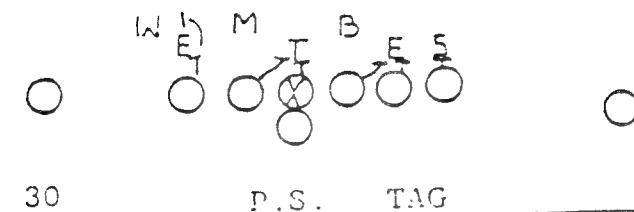
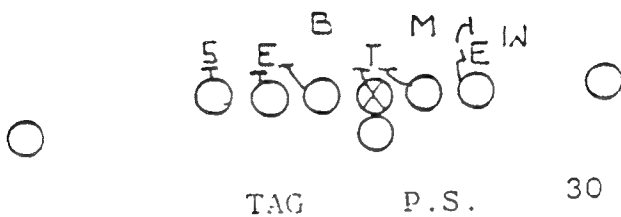
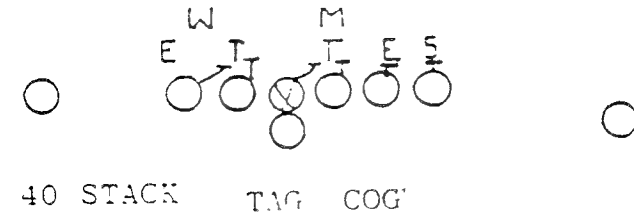
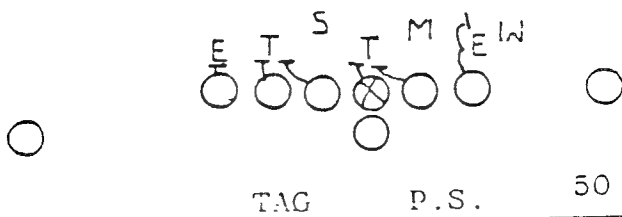
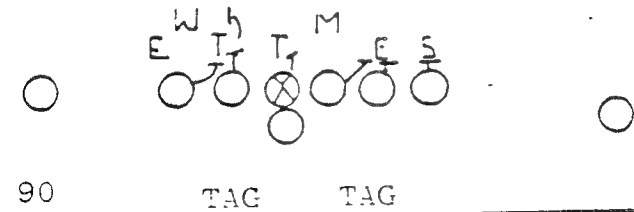
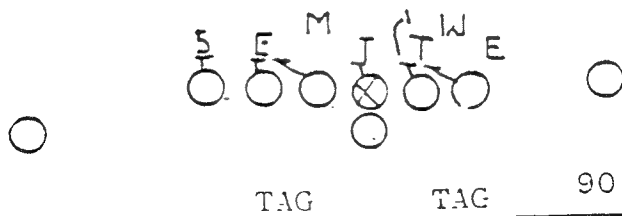
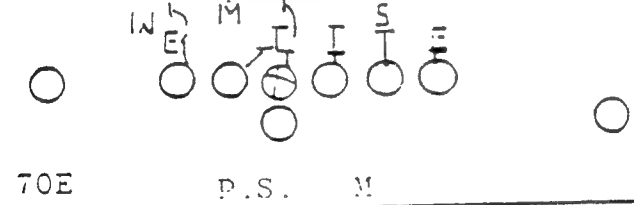
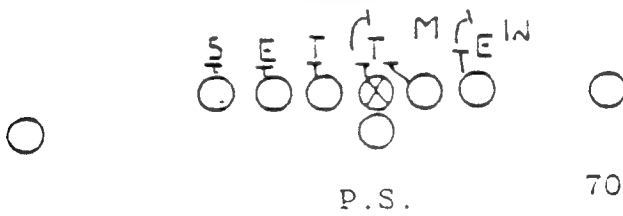
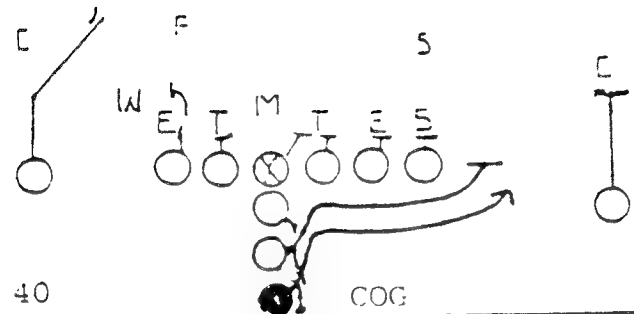
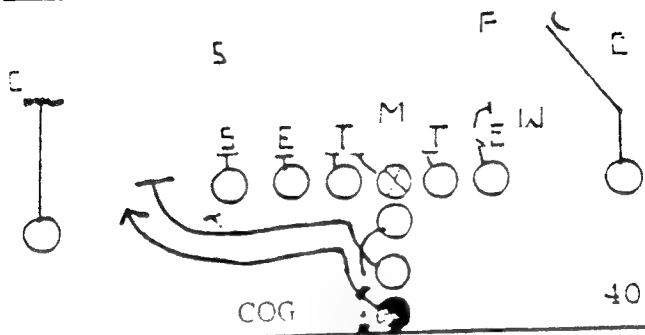
RB - LEAD STEP - BLOCK #1 MAN OUTSIDE IN

COACHING POINTS

INSTRUCTIONS:		SPLITS:
TIGHT END	INSIDE RELEASE, SLAM STUB TO S.S. - DE WIDE, STUB TITE, RUN EAT BLOC WITH YOUR OTT, TAKE GOOD ANGLE TO GET PROPER CUT OFF ON D.E.	
PLAYSIDE TACKLE	M BLOC #2 MAN, HOOK HIM - DRIVE FACE FOR OUTSIDE #, STAY UP ON HIM - VS 40 STK & 90 DEF, DRIVE THRU & BLOC WILL IF D.E. IS TOO WIDE TO HOOK - 3 & 4 CALLS WILL BE MADE TO YOUR GUARD BY D.E. ALIGNMENT TO SET TAG OR OPTION PULL BLOCS.	
PLAYSIDE GUARD	M BLOC #1 MAN - FIRE FOR OUTSIDE #, HOOK HIM - CAN RUN COG VS THE 40 STK - BUBBLE ON YOU, ALERT FOR 3 OR 4 CALL FROM OTT TO SET YOUR TAG OR OPTION PULL - GOT TO KEEP FEET & RUN WITH YOUR MAN ON CONTACT.	
CENTER	M BLOC #0 MAN - FIRE FOR PLAYSIDE #, HOOK HIM - T'S TITE, MAC DEEP, RUN COG WITH YOUR GUARD - ON TOSS VS 30 OR 90, RUN SNAPPER, ESCAPE NOSE TO GET ON MAC (OR BUCK) CLEAN - CUT OFF PURSUIT.	
OFFSIDE GUARD	M BLOC #1 MAN - KEEP HIM FROM PURSUING - CAN BUTT WHEEL OR SCRAMBLE - TAG WILL BE USED WITH YOUR TACKLE VS 70E - BUBBLE ON YOU, "M" CALL FROM OCN, YOU HAVE THE OPTION OF PULLING AROUND OCN OR GOING STRAIGHT THRU FOR LE'ER - IT ALL DEPENDS ON SPACING & DEPTH.	
OFFSIDE TACKLE	M BLOC #2 MAN - SHUT HIM OFF - WIDE D.E. OR TITE STUB, WE WILL EAT BLOC WITH TE, VITAL WE CUT OFF BACKSIDE PURSUIT.	
QUARTER BACK	<ol style="list-style-type: none"> 1. SERIES WILL DICTATE BALL HANDLING 2. TOSS - REVERSE QUICKLY & TOSS BALL TO BC WITH SLIGHT LEAD 3. TARGET IS BC JERSEY NUMBER - MAKE SURE BALL IS CAUGHT 4. SLANT: REVERSE PIVOT TO FB 5. MEET FB AS QUICK & DEEP AS POSSIBLE 6. FAKE PASS 	
BALL CARRIER	SPRINT SPOT - INSIDE LEG OF PLAYSIDE TACKLE, ON CROSS OVER - FLATTEN TOWARD SIDELINE. THREATEN CONTAIN - RUN DAYLITE - TOSS ACTION - SPRINT SPOT SIDELINE, COME FLAT ACCEPT TOSS RUN DAYLITE.	
REMAINING BACK	SPRINT SPOT OUTSIDE # OF #1 MAN. HOOK BLOCK HIM. STAY UP ON SOFT BACKER. MAINTAIN CONTACT. SLANT ACTION DO NOT CUT A CHARGING BACKER. TOSS ACTION YOU MAY CUT MAN.	
SPLIT - X	OPTION BLOCK FORCE PUSH OFF LOS AND READ M.D.M.	
FLANKER - Z	CUT OFF CORNER BACK. SPRINT TO ELIMINATE CORNER BACK FROM PURSUIT	

VEER 20

VEER 20

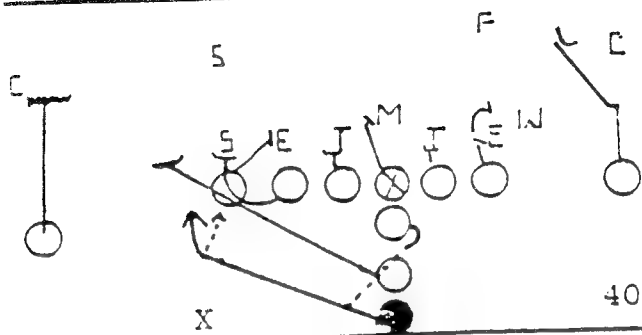


BLOCKING RULES

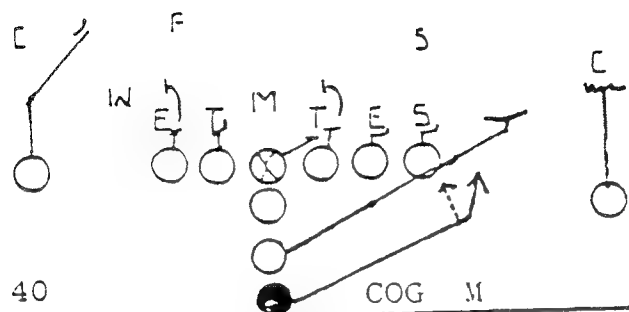
- Y - BLOC EMLOS
 PT - M BLOC - TAG
 PG - M BLOC - COG - TAG
 C - M BLOC - COG - P.S.
 OFG - M BLOC - P.S. - TAG
 OFT - WALL OFF MD - TAG
 Z - BLOCK DEEP 1/3
 X - CUT OFF CORNER
 QB -
 BC - SPRINT SPOT - TAIL OF PLAYSIDE GUARD DRIVE TO 21 YDS FROM LOS. THREATEN 4 & 5 HOLE. VEER OUT TO S & D HOLE. RUN DAYLITE.
 RB - SPRINT SPOT - TAIL OF PLAYSIDE GUARD. THREATEN OG AREA - SPRINT FOR

COACHING POINTS

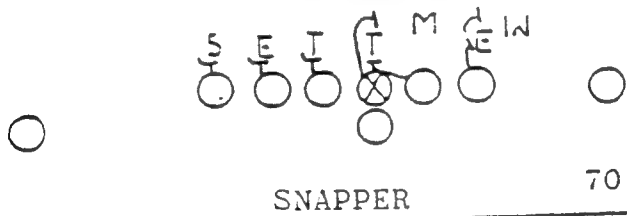
FORMATIONS:	SPLITS:
TIGHT END	M BLOC EMLOS DOWN HIS MIDDLE - BACKFIELD ACTION COULD DRAW HIM SLIGHTLY INSIDE (WHERE WE WANT HIM) - STAY ON HIM. SUSTAIN YOUR BLOC, DON'T LET HIM SPIN BACK INSIDE - ALERT LIGHTENING FORCE, JUST ROLL HIM OUT, STAY ON HIM - DON'T EVER PUT HEAD TO OUTSIDE
PLAYSIDE TACKLE	M BLOC #2 MAN - AIM FOR HIS MIDDLE - BACKFIELD ACTION COULD DRAW HIM SLIGHTLY INSIDE - STAY ON HIM, SUSTAIN YOUR BLOC - TAG CALL WILL ONLY LEAVE DE QUICKLY IF HE HAS INSIDE CHARGE - STAY WITH YOUR GUARD A LITTLE LONGER BEFORE YOU COME OFF. IF HE HAS NORMAL CHARGE - DON'T PUT HEAD TO OUTSIDE EVER ON 1ST CONTACT.
PLAYSIDE GUARD	M BLOC #1 MAN - AIM FOR OUTSIDE #, EXPLODE ON CONTACT, MOVE HIM GET POSITION, FIGHT HIS PRESSURE - COG THE 40, GIVE D.T. A GOOD SHOT, THEN COME OFF ON MAC - TAG WILL NOT BE NORMAL STEP BUT MORE LIKE ZONE STEP, DON'T WANT TO TIP THE PLAY.
CENTER	M BLOC #0 MAN - AIM FOR PLAYSIDE #, GO FOR GOOD CUTOFF - IF YOU CAN'T GET GOOD POSITION, DRIVE MAC BY THE HOLE. POWER SNAPPER & COG WILL BE RUN.
OFFSIDE GUARD	M BLOC #1 MAN - SHUT HIM OFF FROM PURSUING, PLAY CAN CUT BACK SO WORK TO SUSTAIN - POWER SNAPPER WILL BE RUN WITH YOUR OCN & TAG WITH YOUR OFF TACKLE ON 40 STK & 90.
OFFSIDE TACKLE	SINGLE WALL OFF MOST DANGEROUS - VITAL WE GET BACKSIDE PURSUIT CUT OFF - WILL HAVE TO TAG THE 90 & 40 STK DEF WITH YOUR OFF GUARD.
QUARTER BACK	1. OPEN TO BC 2. GET DEPTH TO HAND OFF AS QUICK AND DEEP AS POSSIBLE 3. HAND OFF 4. SET FOR PASS
BALL CARRIER	SPRINT SPOT - EXPLODE TO TAIL OF PLAYSIDE GUARD - THREATEN 4 & HOLE. 2 1/2 YDS FROM LOS - SPRINT FOR 8 & 9 HOLE = RUN DAYLITE. NOTE: PLAY SHOULD LOOK LIKE 24 & 25 M LEAD.
REMAINING BACK	SPRINT SPOT - TAIL OG PLAYSIDE GUARD - THREATEN 4 & 5 HOLE - SPRINT FOR 8 & 9 HOLE. BOSS BLOCK FORCE. ALLOW NO ONE TO CROSS FACE. NOTE: PLAY SHOULD LOOK LIKE 24/25 M LEAD AT START
SPLIT - X	THIS IS A STRONG SIDE PLAY - SPRINT TO CUT OFF CORNER BACK. ELIMINATE CORNER BACK FROM PURSUIT.
FLANKER - Z	BLOCK DEEP 1/3 - BYPASS FORCE.
OFFSIDE	



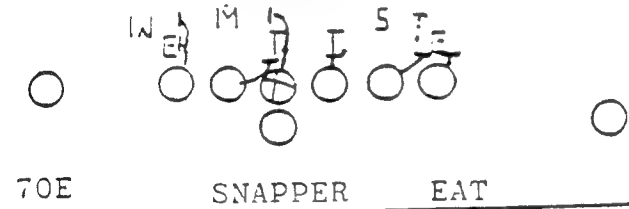
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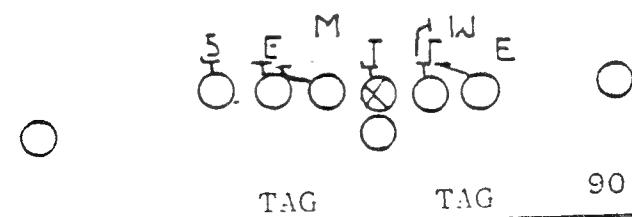
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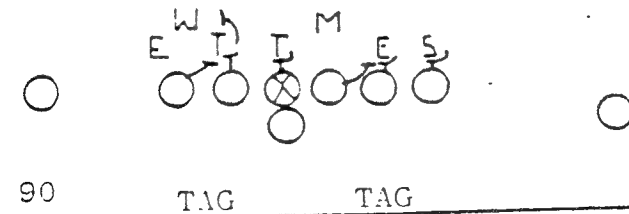
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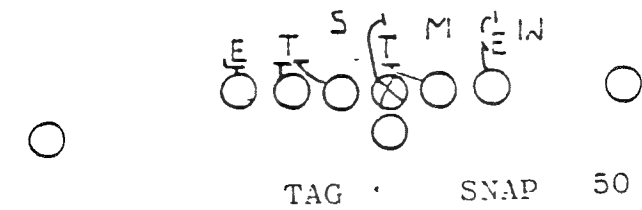
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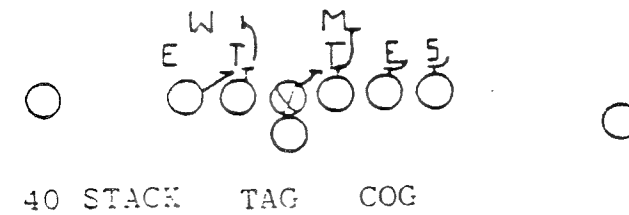
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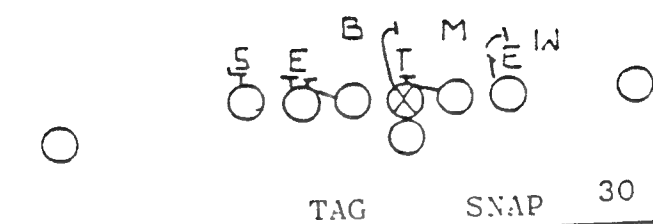
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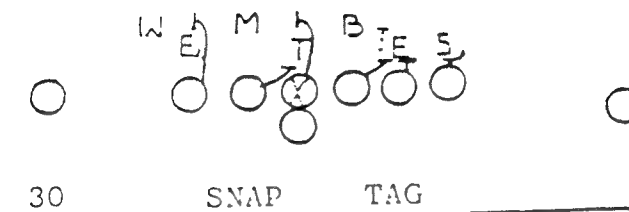
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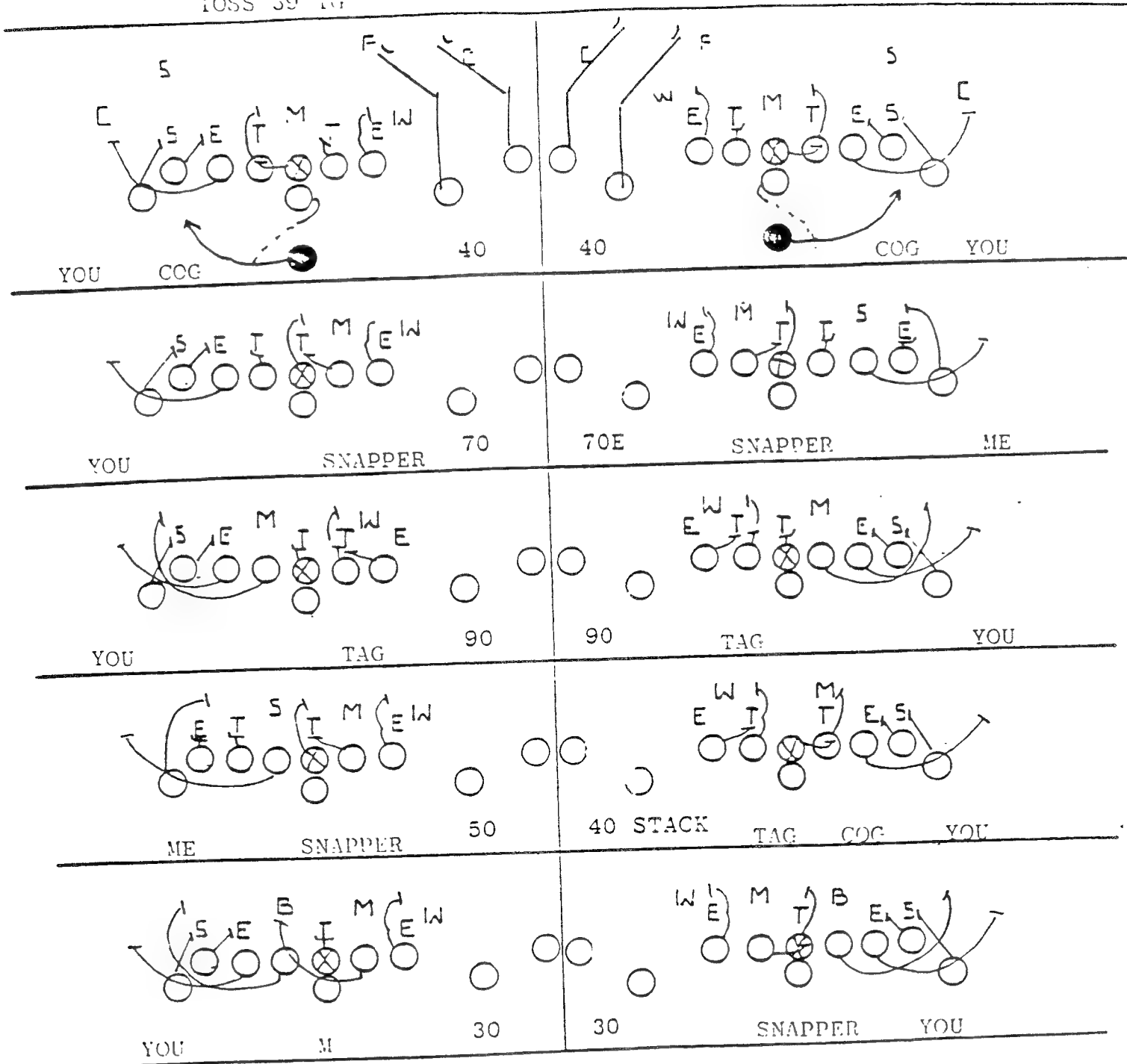
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BLOCKING RULES

- Y - M BLOC - HOOK EMLOS - X
- PT - M BLOC - HOOK #2 MAN - X
- PG - M BLOC - HOOK #1 MAN
- C - M BLOC - COG - SNAPPER
- OFG - M BLOC - SNAPPER - TAG
- OFT - SINGLE WALL OFF (MD) - TAG
- Z - BLOCK DEEP 1/3
- X - CUT OFF CORNER BACK
- QB -
- BC - DRIVE TO HOLE CALLED = GAINING SLIGHT GROUND ACCEPT BALL RUN DAYLIGHT
- RB - DRIVE TO HOLE CALLED - GAIN GROUND, BOSS BLOCK, ALLOW NO ONE TO

COACHING POINTS

INFORMATION:		SPLITS:
TIGHT END	M BLOC #3 MAN - HOOK HIM - FIRE FOR OUTSIDE # OF STUB OR D.E. - KEEP HIM INSIDE - SUSTAIN - ALERT "X" CALL BY OTT, DOWN BLOC THE 1ST MAN TO YOUR INSIDE - ALSO EAT CALL VS 70E, YOU & OTT BUT BLOC THE D.E. & STUB.	
PLAYSIDE TACKLE	M BLOC #2 MAN - HOOK HIM - FIRE FOR OUTSIDE # & TURN HIM TO INSIDE IF HE WIDENS, STICK WITH HIM - "X" CALL DEPENDS ON WIDTH OF D.E. STUB-"X" BLOC, DROP STEP PULL, GET HEAD AROUND, FIRE FOR OUTSIDE RUN WITH HIM, 8-9 TOSS TAG, AIM FOR OUT ARMPIT, YOU'LL STAY UNLESS IMMEDIATE IN SLANT, PICK UP LB'ER - YOU & GUARD BUDDY BLOC.	
PLAYSIDE GUARD	M BLOC #1 MAN - HOOK HIM - FIRE FOR OUTSIDE # & TURN HIM TO INSIDE, CONTAIN HIM - COG WITH OCN IS A QUICKER RELEASE FROM D.E. GIVE OCN SOME PUSH HELP AS YOU GO THRU TO BLOC MAC, TRY TO FACE UP ON MAC, IF NOT, DOG HIM - TAG WITH OTT, NOT QUICK TYPE, PULL FOR POSITION, READ LB'ER & D.E., STAY INSIDE YOUR OTT & BUDDY BLOC WITH HIM.	
CENTER	M BLOC #0 MAN, DRIVE THRU FOR GOOD CUTOFF ANGLE ON MAC OR COG WITH YOUR GUARD - GOT TO GET FLATTER & PAST THE D.T. FOR POSITION AS YOUR GUARD CAN'T GIVE YOU MUCH HELP ON D.T. - POSSIBLE SNAPPER VS 40 or 40 STK, PULL FOR MAC - VS 70, 70E 30 & 50, RUN PURE SNAPPER BLOC, ESCAPE NOSE, UNLESS SLANT TO PLAY, GET POSITION ON MAC, SUSTAIN OR CHASE, DON'T GIVE UP.	
OFFSIDE GUARD	M BLOC #1 MAN - CONTAIN HIM - USE B.W. ON HIM OR SCRAMBLE, JUST KEEP HIM THERE - SNAPPER VS ODD, PULL FLAT, TRYING TO GET TO OCN'S FAR FOOT, READ NOSE, TO DETERMINE YOUR BLOC - ALERT FOR MAC ON BACK DOOR - TAG THE 40 STK & 90 WITH YOUR OTT - THE TYPE PLAY & HOLE DETERMINE THE TYPE TAG WE USE.	
OFFSIDE TACKLE	WALL OFF D.E. OR WILL (MOST DANGEROUS) - RUN TAG WITH YOUR GUARD VS 40 STK & 90 - PULL FLATTER FOR THIS TAG, VERY LITTLE HELP FROM YOUR GUARD.	
QUARTER BACK	<ol style="list-style-type: none"> 1. REVERSE QUICKLY AND TOSS BALL TO BE WITH SLIGHT LEAD. 2. TARGET IS BC'S JERSEY NUMBERS 3. MAKE SURE BALL IS CAUGHT 4. FAKE PASS 	
BALL CARRIER	DRIVE TO HOLE CALLED - GAINING SLIGHT GROUND, ACCEPT TOSS, KEY TE'S BLOCK - BE READY TO MAKE BREAK QUICKLY. YOU SHOULD BE COMING DOWN HILL ON TOSS. DON'T STRING PLAY TO SIDELINE.	
REMAINING BACK	DRIVE TO HOLE CALLED - GAIN GROUND - BOSS BLOCK FORCE - ALLOW NO COLOR TO CROSS YOUR FACE. ATTACK QUICKLY TO DEFINE HOLE.	
SPLIT - X	THIS IS A STRONG SIDE PLAY - SPRINT TO CUT OFF CORNER BACK - ELIMINATE CORNER BACK FROM PURSUIT.	
FLANKER - Z	YOU ARE TO BLOCK DEEP 1/3 - BYPASS FORCE.	



BLOCKING RULES

- Y - DOWN BLOC #2 MAN "YOU" CALL TO WING - HOOK #3 VS 50 & 70E, "ME" CALL
- PT - PULL, BLOC FORCE
- PG - M BLOC #1 MAN - OPTION PULL MAC OR BUCK - PULL, BLOC FORCE VS 50 DEF
- C - M BLOC #0 MAN - COG - SNAPPER
- OFG - M BLOC #1 MAN - SNAPPER - TAG - OPTION PULL
- OFT - SINGLE WALL OFF (MD) - TAG 90 & 40 STK
- Z - CUT OFF SECONDARY MAN
- X - CUT OFF SECONDARY MAN
- QB - DOWN
- BC - SPRINT SPOT - SIDE LINE - ACCEPT TOSS KEY PULLING TACKLES BLOCK, RU DAYLITE.

COACHING POINTS

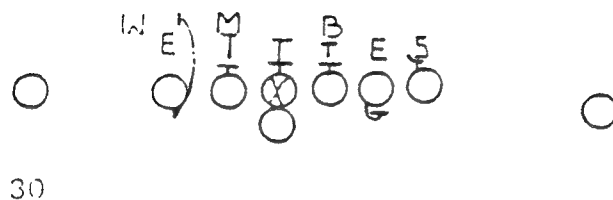
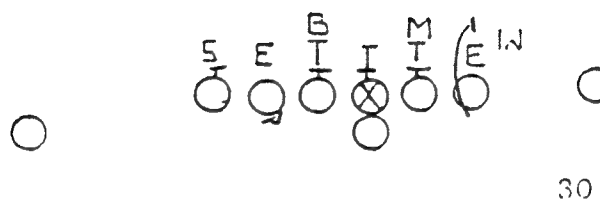
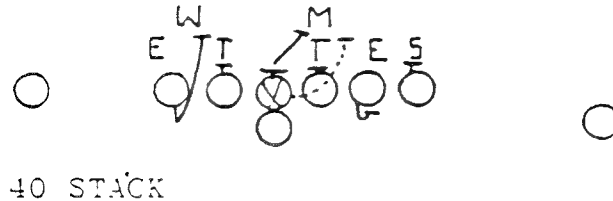
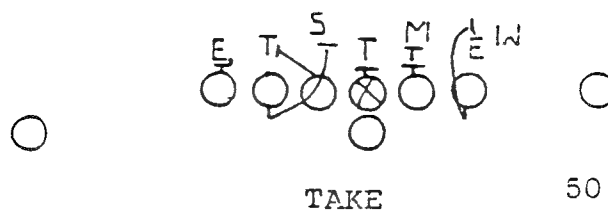
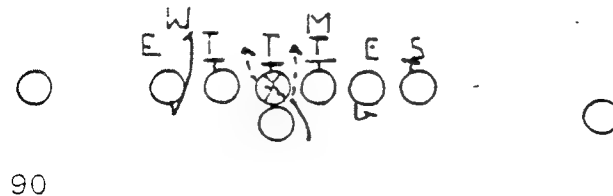
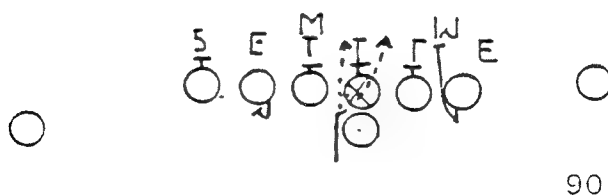
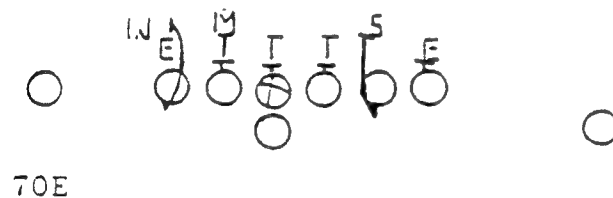
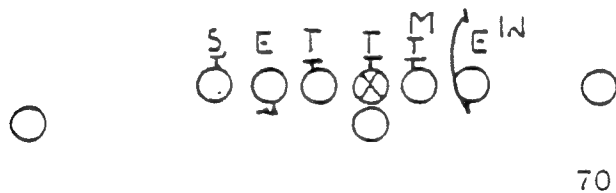
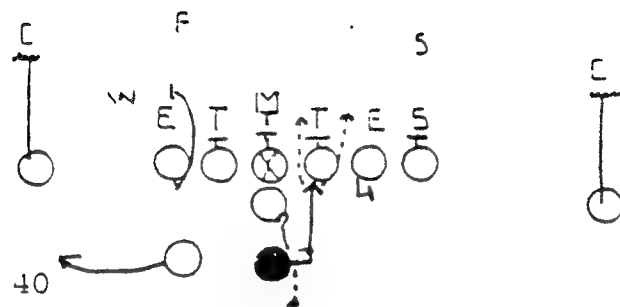
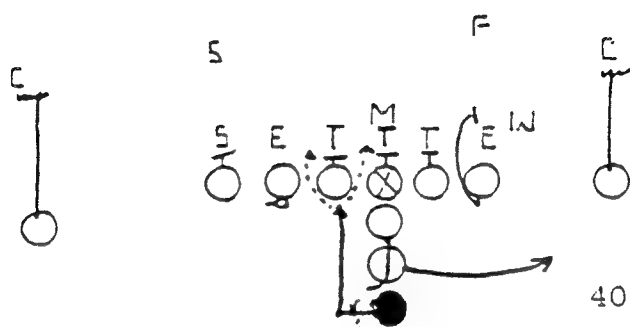
FORMATION:		SPLITS:
TIGHT END	DOWN BLOC #2 MAN - MAKE "YOU" CALL TO CLOSE MAN TELLING HIM TO BLOC EMLOS, THAT YOU ARE BLOCKING DOWN - VS 50 DEF, IF D.E. IS TITE ON YOU, MAKE "ME" CALL TO CLOSE MAN, TELLING HIM TO GO AROUND FOR LB'ER & YOU WILL HOOK EMLOS.	
PLAYSIDE TACKLE	PULL & BLOC FORCE - VS. 50 DEF, YOU WILL NOT PULL, STAY & HOOK D	
PLAYSIDE GUARD	M BLOC #1 MAN - COC CAN BE CALLED BY OCN, YOU WILL JUMP THRU FOR MAC GIVING YOUR OCN MINIMAL HELP ON D.T. - BUEBLE ON YOU, OPTION PULL, FOR LB'ER OVER YOU - VS 50, YOU WILL PULL, REPLACING OTT, & BLOCK FORCE.	
CENTER	M BLOC #0 MAN - GO FOR GOOD CUT OFF ANGLE - COG BLOC IS A QUICKER VERSION SINCE THE PLAY IS A TOSS & AT THE 8-9 HOLE - PULL FLAT, GETTING HEAD TO D.T.'S FAR LEG BEFORE BLOCKING - VS 70, 70E & 30 CALL "SNAPPER", JUMP THRU FOR MAC, AVOIDING NOSE CONTACT UNLESS HE SLANTS INTO YOU, THEN BLOC HIM.	
OFFSIDE GUARD	M BLOC #1 MAN - GO FOR GOOD SHUT OFF BLOC, GET POSITION QUICKLY, STOP BACKSIDE PURSUIT - SNAPPER WITH YOUR OCN, GET GOOD POSITION ON NOSE WITH A FLAT PULL - IF NOSE COMES YOUR WAY, YOU'VE GOT HIM, IF HE GOES TO OCN, EYEBALL MAC ON THE MOVE, HE IS YOURS TO BLOC - TAC WITH OTT VS 90 & 40 STK.	
OFFSIDE TACKLE	SINGLE WALL OFF, BLOC M.D. - VS THE 90 & 40 STK, YOU'LL RUN TAC WITH YOUR GUARD - REMEMBER, GUARD WON'T GIVE YOU MUCH HELP DUE TO WIDE PLAY.	
QUARTER BACK	<ol style="list-style-type: none"> 1. REVERSE QUICKLY & TOSS BALL TO BC WITH SLIGHT LEAD. 2. TARGET IS BC JERSEY NUMBER - MAKE SURE BALL IS CAUGHT 	
BALL CARRIER	SPRINT SPOT - SIDELINE, OPEN TO ACCEPT TOSS FROM QB KEY PULLING TACKLES BLOCK ON FORCE MAN - RUN TO DAYLITE.	
REMAINING BACK	SECOND TIGHT END WHO IS IN A CLOSE POSITION (FLANK FORMATION) BLOCK MAN OVER TIGHT END - IF YOU HEAR "ME" CALL FROM T.E. HE WILL BLOCK MAN OVER AND "CLOSE" POSITION GO TO INSIDE BACKER.	
SPLIT - X	CUT OFF SECONDARY MAN OVER YOU.	
FLANKER - Z	CUT OFF SECONDARY MAN OVER YOU.	

MASTER LIST FOR DRAW

1. 21 + 30 QUICK DRAW
2. 24 & 25 LAY DRAW
3. 34 & 35 LEAD DRAW
4. STATUE AT 8 & 9

21 QUICK DRAW

30 QUICK DRAW



BLOCKING RULES

Y - BLOC EMLOS - DON'T LET HIM INSIDE

PT - FLASH M ELOC #2 MAN - TAKE

PG - FLASH M ELOC #1 MAN - TAKE

C - FLASH M ELOC #0 MAN

OFG - FLASH M ELOC #1 MAN

OFT - FLASH SINGLE WALL OFF M.D.

Z - BLOCK ON REACTION

X - BLOCK ON REACTION

QB -

BC - QUICK SET TO HEAR; LOC OF CHIL SIDE GUARD - VS EVEN KEY GUARD - VS ODD KEY CENTER

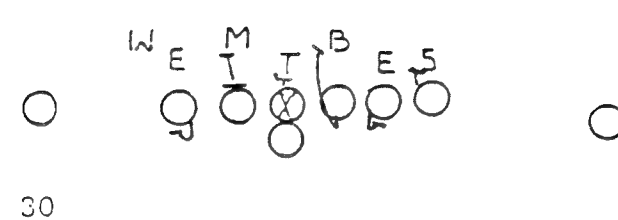
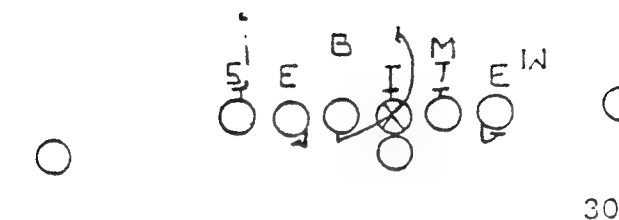
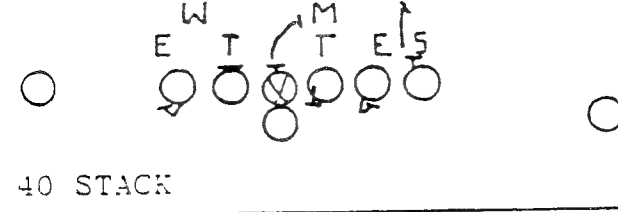
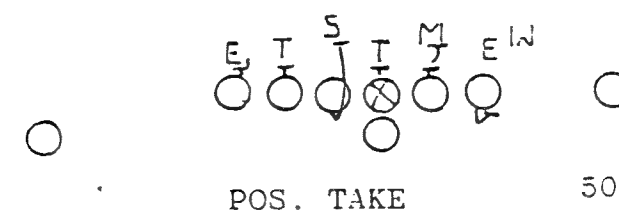
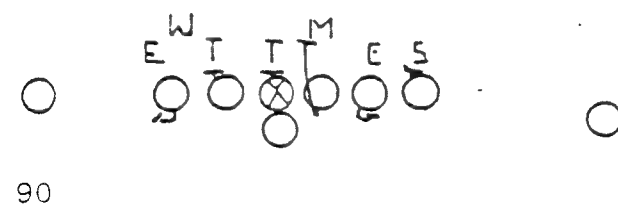
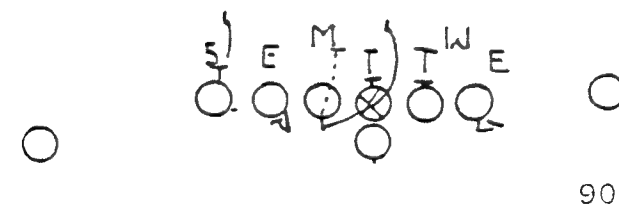
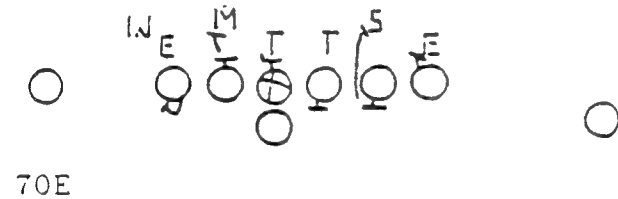
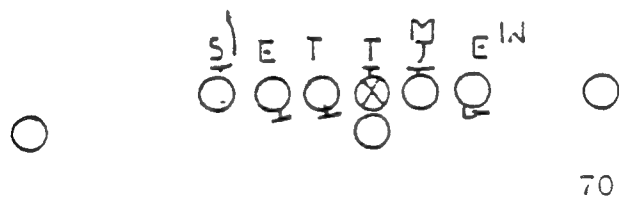
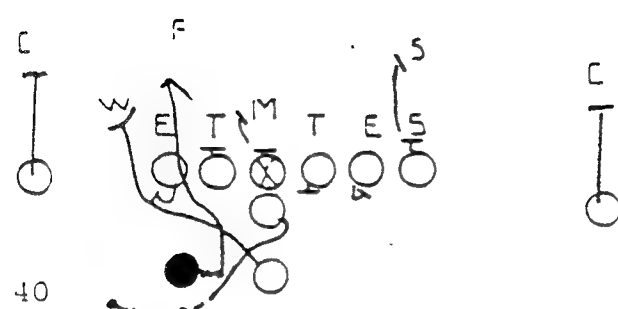
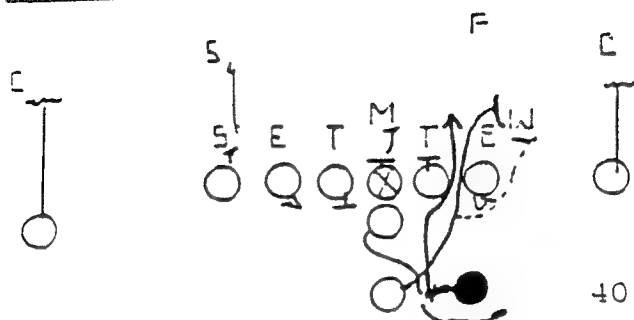
RB - SPRINT HARD TO SIDE LINE WEAK SIDE - LOOK BACK FOR BALL.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	BLOCK EMLOS - DON'T LET HIM INSIDE.
PLAYSIDE TACKLE	SHOW PASS, INVITE D.E. TO OUTSIDE - WORK FOR POSITION QUICKLY, DO NOT LET HIM ROLL BACK INSIDE - IF HE TAKES AN INSIDE RUSH, SHUT IT OFF IMMEDIATELY, COLLAPSE HIM, NO PENETRATION - HANDLE STUNTS WITH AREA PICKUP - CAN TAKE BLOC THE 50 DEF, MUST BE QUICK COMING AROUND GUARD TO LE'ER.
PLAYSIDE GUARD	SET QUICKLY - TAKE D.T. WHERE HE WANTS TO GO, DO NOT ALLOW MUCH PENETRATION - VS BUBBLE, SET QUICK, GO BLOCK MAC (BUCK) - THIS IS A QUICK DRAW, SPEED EVERY THING UP - VS 50, CAN TAKE BLOC WITH YOUR CTT.
CENTER	SET QUICKLY, RELEASE THRU FOR MAC & BLOC HIM - VS ODD FRONT, TAKE NOSE ON QUICKLY, INVITE HIM AWAY FROM HOLE IF YOU CAN. IF NOT, TAKE HIM WHERE HE WANTS TO GO - DO IT TOUGH, DON'T ALLOW PENETRATION.
OFFSIDE GUARD	SET QUICKLY - INVITE D.T. AWAY FROM HOLE IF YOU CAN, IF NOT, GET ON HIM TOUGH, DON'T ALLOW PENETRATION AS YOU DRIVE HIM WHERE HE WANTS TO GO - ALERT QUICK DRAW, SPEED EVERYTHING UP.
OFFSIDE TACKLE	SHOW PASS, INVITE D.E. TO OUTSIDE, CUT OFF D.E. OR WILL, BLOC MOST DANGEROUS.
QUARTER BACK	1. DROP AS PASS - KEEP HEAD DOWN FIELD FIRST 2 STEPS 2. SETTLE AT MESH - SEAT BALL 3. TAKE QUICK SCREEN
BALL CARRIER	QUICK SET TO NEAR LEG OF CALL SIDE GUARD - THIS IS A QUICK HITTING PLAY VS. ODD KEY NOSE - VS. EVEN KEY CALL SIDE GUARD. ALERT WIPE.
REMAINING BACK	SPRINT HARD WEAK SIDE, LOOK FOR BALL.
SPLIT - X	RELEASE AS IF PASS - BLOCK ON REACTION.
FLANKER - Z	RELEASE AS IF PASS - BLOCK ON REACTION.
OFFSIDE TIGHT END	

24 LAG DRAW

25 LAG DRAW



BLOCKING RULES

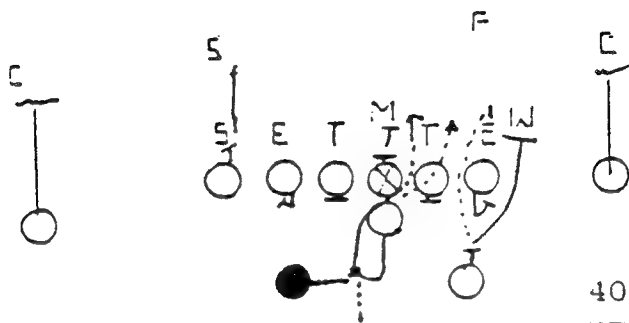
- Y - SLAM STUB TO S.S. - STAY ON 50 ON D.E.
- PT - FLASH, M BLOC
- PG - FLASH, M BLOC
- C - FLASH, M BLOC
- OFG - FLASH, M BLOC - POS. TAKE
- OFT - FLASH, M BLOC - POS. TAKE
- Z - BLOCK ON REACTION
- X - BLOCK ON REACTION
- QB -
- BC - SLIGHT PARALLEL SLIDE - ACCEPT BALL, KEY OT'S - TO - OG'S BLOCK RUN
- RB - DAYLITE
- RB - SPRINT SPOT - TAIL OF PLAYSIDE TACKLE - KEY O.T. FOR PATH TO BLOCK

COACHING POINTS

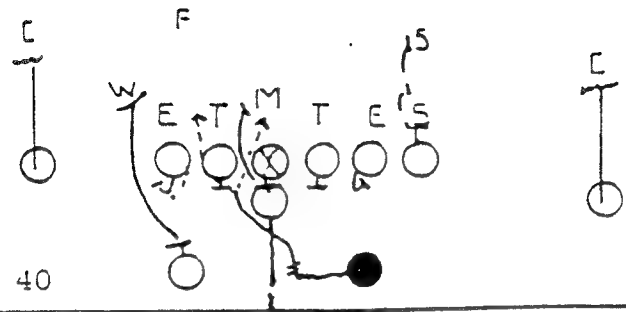
FORMATIONS:	SPLITS:
TIGHT END	SLAM STUB, FORCE HIM WIDE, THEN RELEASE TO STRONG SAFETY - DON'T LET STUB OR D.E. (50 DEF) INSIDE, STAY ON HIM IF INSIDE IS THREATENED.
PLAYSIDE TACKLE	SHOW PASS, INVITE D.E. TO OUTSIDE, WORK FOR POSITION QUICKLY - DON'T LET HIM ROLL BACK TO PLAY - INSIDE RUSH, CLOSE IT OFF IMMEDIATELY - NO RUSH, STAYS ON LOS, DRIVE BLOCK HIM - BE SMART SHOW PASS AS YOU ALWAYS DO.
PLAYSIDE GUARD	SHOW PASS - INVITE D.T. TO INSIDE - DON'T GIVE GROUND OR ALLOW DEEP INSIDE PENETRATION - VS. BUBBLE, SHOW PASS FOR 2 COUNTS, THEN GO FOR MAC - ALWAYS PASS SET LIKE YOU NORMALLY SET, BE SMART.
CENTER	SHOW PASS - 2 COUNTS, THEN THRU FOR MAC - NOSE, NORMAL PASS SET, INVITE HIM AWAY FROM HOLE, IF HE GOES TO THE HOLE, GET ON HIM QUICK & DRIVE HIM THE WAY HE IS GOING.
OFFSIDE GUARD	SHOW PASS - INVITE D.T. TO OUTSIDE - DON'T GIVE GROUND OR ALLOW DEEP PENETRATION INSIDE - ONCE CONTACT IS MADE DRIVE HIM THE WAY HE IS GOING - VS BUBBLE, SHOW PASS FOR 2 COUNTS, THEN GO FOR MAC ALWAYS PASS SET LIKE YOU NORMALLY SET, BE SMART - POSSIBLE TAKE VS 50 DEF.
OFFSIDE TACKLE	SHOW PASS - INVITE D.E. TO OUTSIDE - DON'T ALLOW RUSHER TO CROSS YOUR FACE - SHUT DOWN ALL INSIDE PENETRATION - BE SMART WITH YOU SET - POSSIBLE TAKE VS 50 DEF.
QUARTER BACK	<ol style="list-style-type: none"> 1. REVERSE PIVOT 2. ROLL TO HE 3. SETTLE AT MESH AND SEAT THE BALL 4. FAKE PASS
BALL CARRIER	SLIGHT PARALLEL SLIDE - DON'T LOSE GROUND - AS FB CLEARS IN FROM QB WILL BRING BALL TO YOU - STAY AS WIDE AS POSSIBLE TO GET GOOD MESH WITH QB. KEY OT'S TO OG'S BLOCK, RUN DAYLITE.
REMAINING BACK	SPRINT SPOT - TAIL OF PLAYSIDE TACKLE - KEY OT'S BLOCK ON D.E. TO DETERMINE PATH TO BLOCK <u>WILL</u> - TAKE TWO QUICK STEPS TO CLEAR H.B. SUSTAIN.
SPLIT - X	RELEASE AS IF A PASS PLAY - BLOCK ON REACTION
FLANKER - Z	RELEASE AS IF A PASS PLAY - BLOCK ON REACTION.
OFFSIDE	

DRAW 34 LEAD

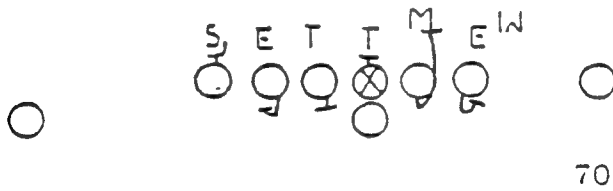
DRAW 35 LEAD



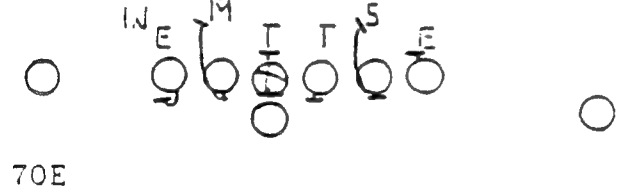
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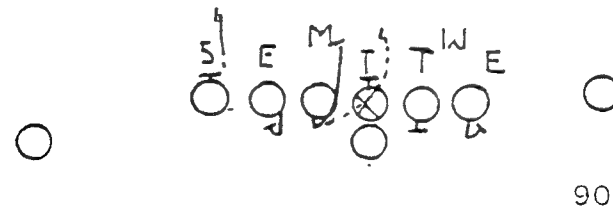
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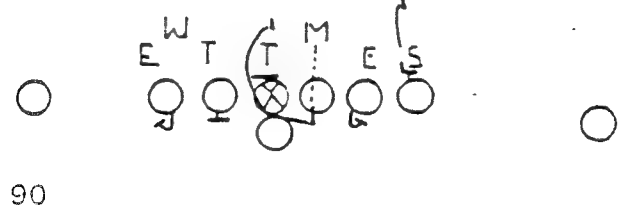
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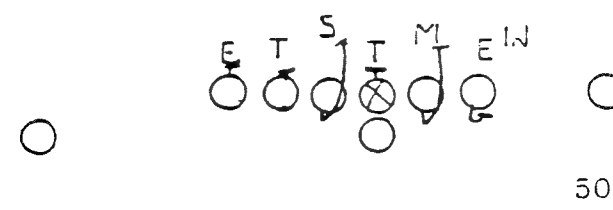
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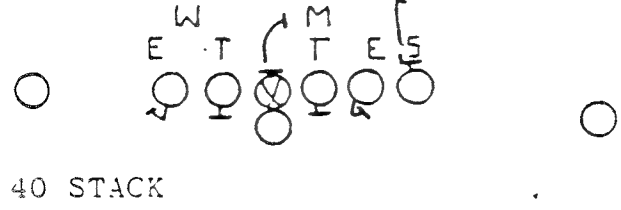
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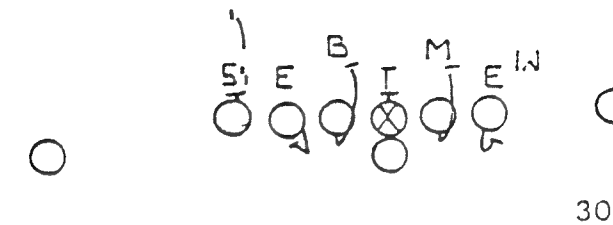
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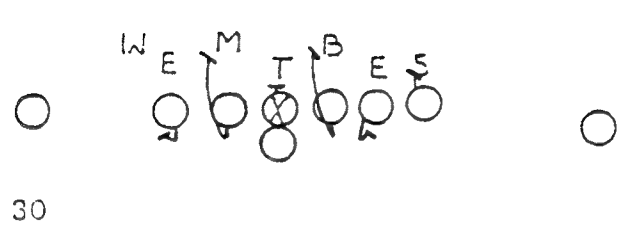
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40 STACK



30



30

BLOCKING RULES

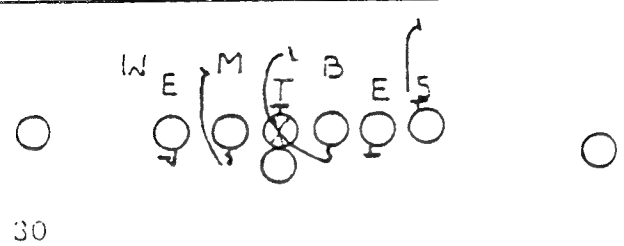
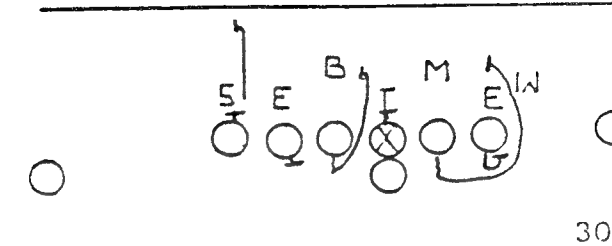
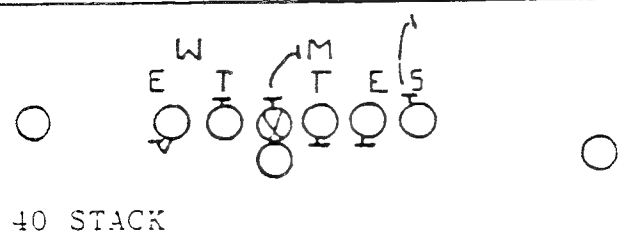
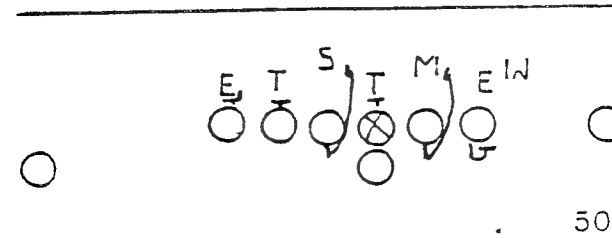
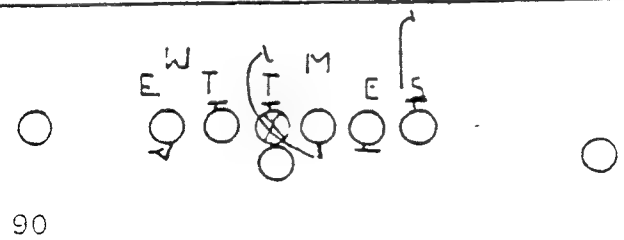
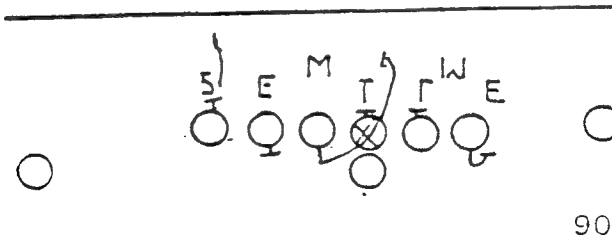
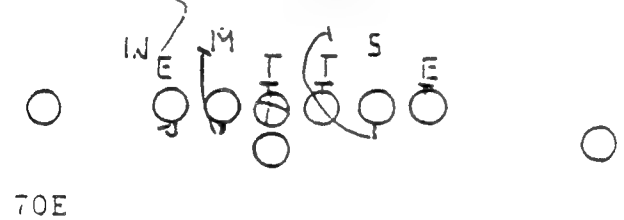
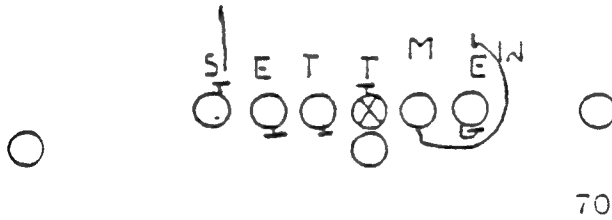
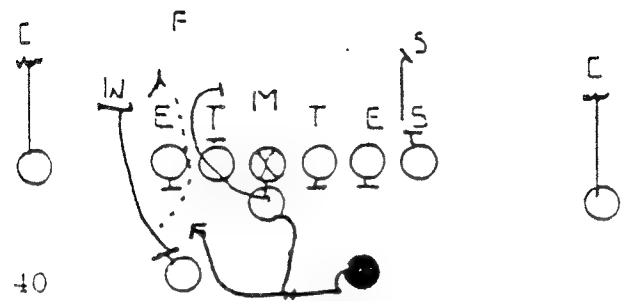
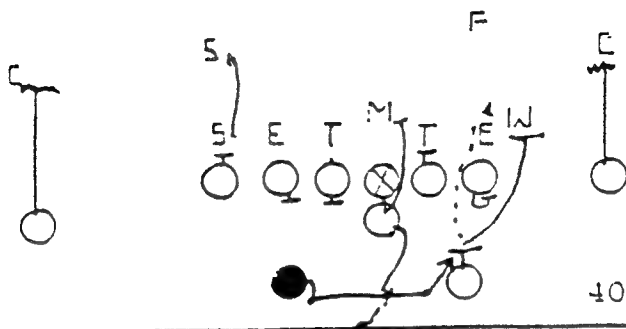
- Y - SLAM STUB TO S.S. - STAY ON D.E. 50 DEF.
- PT - FLASH, M BLOC
- PG - FLASH, M BLOC
- C - FLASH, M BLOC
- OFG - FLASH, M BLOC
- OFT - FLASH M BLOC
- Z - BLOCK ON REACTION
- X - BLOCK ON REACTION
- QB -
- BC - SLIDE PARALLEL TO QE. WHEN QB OFFERS BALL - KEY CALL SIDE GUARD T CENTERS BLK - RUN DAYLITE.
- RB - PASS SET TO DETERMINE BEST PATH - BLOCK WILL CP: GO OUTSIDE WHEN POSSIBLE.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	SLAM STUB, FORCE HIM WIDE, THEN RELEASE TO STRONG SAFETY - DON'T LET STUB OR D.E. (50 DEF) INSIDE, STAY ON HIM IF INSIDE IS THREATENED.
PLAYSIDE TACKLE	SHOW PASS, INVITE D.E. TO OUTSIDE, WORK FOR POSITION QUICKLY, DON'T LET HIM ROLL BACK TO PLAY - INSIDE RUSH, CLOSE IT OFF IMMEDIATELY - NO RUSH, STAYS ON L.O.S., DRIVE BLOCK HIM - BE SMART, SHOW PASS AS YOU ALWAYS DO.
PLAYSIDE GUARD	SHOW PASS - INVITE D.T. TO INSIDE - DON'T GIVE GROUND OR ALLOW DEEP INSIDE PENETRATION - VS. BUBBLE, SHOW PASS FOR 2 COUNTS, THEN GO FOR MAC - ALWAYS PASS SET LIKE YOU NORMALLY SET, BE SMART.
CENTER	SHOW PASS - 2 COUNTS, THEN THRU FOR MAC - NOSE, NORMAL PASS SET INVITE HIM AWAY FROM HOLE, IF HE GOES TO THE HOLE, GET ON HIM QUICK & DRIVE HIM THE WAY HE IS GOING.
OFFSIDE GUARD	SHOW PASS - INVITE D.T. TO OUTSIDE - DON'T GIVE GROUND OR ALLOW DEEP PENETRATION INSIDE - ONCE CONTACT IS MADE DRIVE HIM THE WAY HE IS GOING - VS BUBBLE, SHOW PASS FOR 2 COUNTS, THEN GO FOR MAC ALWAYS PASS SET LIKE YOU NORMALLY SET, BE SMART.
OFFSIDE TACKLE	SHOW PASS - INVITE D.E. TO OUTSIDE - DON'T ALLOW RUSHER TO CROSS YOUR FACE - SHUT DOWN ALL INSIDE PENETRATION - BE SMART WITH YOUR SET.
QUARTER BACK	1. DROP AS PASS - KEEP EYES FOCUSED UPFIELD FOR FIRST 2 STEPS 2. MESH WITH EC - SEAT THE BALL. 3. FAKE PASS
BALL CARRIER	SLIDE PARALLEL TO QB - AS QB OFFERS BALL, YOU SHOULD BE MOVING TO LOS - VS. EVEN KEY CALL SIDE GUARD VS ODD KEY CENTER - ALERT WIPE - IF LINEMAN HAVE STALEMATE - YOU SHOULD SET BLOCK.
REMAINING BACK	QUICK PASS SET TO DETERMINE BEST PATH TO BLOCK <u>WILL</u> GO OUTSIDE WHEN POSSIBLE TO WIDEN HOLE.
SPLIT - X	RELEASE OFF LOS AS IF PASS - BLOCK ON REACTION.
FLANKER - Z	RELEASE OFF LOS AS IF PASS - BLOCK ON REACTION.
OFFSIDE	

STATUE AT S

STATUE AT 9



BLOCKING RULES

- Y - SLAM STUB TO S.S. - 50 & 70E STAY ON D.E.
- PT - PASS SET - M BLOC #2
- PG - SHORT SET - M BLOC #1
- C - SHORT SET - M BLOC #0
- OFC - SHORT SET - M BLOC #1
- OFT - PASS SET - M BLOC #2
- Z - BLOCK ON REACTION
- X - BLOCK ON REACTION
- QB -
- BC - DROP STEP WITH NEAR FOOT - COME FLAT - KEY OT'S BLOCK
- RB - QUICK PASS SET - TO DETERMINE BEST PATH TO BLOCK WILL

COACHING POINTS

FORMATIONS :	SPLITS :
TIGHT END	SLAM STUB - FORCE HIM TO OUTSIDE, THEN RELEASE TO S.S. - IF HE THREATENS INSIDE, STAY S TITE, LATCH ONTO HIM - VS 50 OR 70E STAY ON D.E.
PLAYSIDE TACKLE	SHOW PASS - TRY TO INVITE D.E. TO INSIDE, IF YOU GET HIM INSIDE STAY ON HIM TOUGH, DON'T LET HIM ROLL OUT - IF D.E. STAYS OUTSIDE, LET HIM PENETRATE, TURN & PUSH HIM DEEP, STAY ON HIM, BC WILL RUN UNDERNEATH - AREA ET'S OR TE'S.
PLAYSIDE GUARD	SHOW PASS - SHORT SET - INVITE D.T. TO INSIDE, GET ON HIM QUICKLY & GET POSITION - DON'T LET HIM PENETRATE TOO FAR - OUTSIDE RUSH, ROLL HIM DEEP, THEN GET ON HIM, DON'T LET HIM ROLL BACK - AREA THE ET'S & TE'S - BUBBLE, READ P.T.'S BLOC TO DETERMINE YOUR PATH TO BLOCK MAC.
CENTER	COVERED, INVITE NOSE AWAY, GET ON HIM QUICKLY, ROLL HIM & STAY ON HIM. IF HE GOES TO THE PLAY, STAY ON HIM & PUSH HIM DEEP, STAY ON HIM TOUGH - UNCOVERED, PASS SET, READ YOUR P.G. TO DETERMINE YOUR PATH TO MAC.
OFFSIDE GUARD	SHOW PASS, INVITE YOUR D.T. TO OUTSIDE, IF HE GOES OUTSIDE, GET ON HIM QUICKLY, PUSH HIM TO OUTSIDE, STAY ON HIM - IF HE GOES INSIDE, STOP HIS PENETRATION QUICKLY, POSSIBLE CUT BLOC - BUBBLE ON YOU, READ OCN'S BLOC TO DETERMINE YOUR PATH TO MAC/BUCK - AREA ET'S & TE'S STUNTS WITH YOUR OFT.
OFFSIDE TACKLE	SHOW PASS, INVITE YOUR D.E. TO OUTSIDE, STAY ON HIM, DON'T LET HIM PURSUE - INSIDE RUSH, STOP IT QUICKLY, ALLOW NO PENETRATION BUBBLE ON YOU, 70E, READ YOUR OFG'S BLOC TO DETERMINE YOUR BLOC ON STUB - AREA STUNTS WITH YOUR OFG.
QUARTER BACK	1. DROP AS PASS. KEEP HEAD DOWNFIELD FOR FIRST TWO STEPS. 2. MESH WITH BC - SEAT THE BALL 3. SET UP FOR PASS
BALL CARRIER	DROP STEP WITH NEAR FOOT - OPEN TO SIDELINES - COME FLAT - ACCE BALL - KEY PLAYSIDE TACKLES BLOCK ON DE. VS 90 ALERT TIGHTER HOLE. A LEAD SERIES HAND OFF.
REMAINING BACK	QUICK SET - TO DETERMINE PATH TO BLOCK WILL GO OUTSIDE WHEN POSSIBLE TO SIDEN HOLE. ALERT FOR WILL DOG. GO ATTACK.
SPLIT - X	RELEASE OFF L.O.S. AS IF PASS - BLOCK SECONDARY ON REACTION
FLANKER - Z	RELEASE OFF L.O.S. AS IF PASS - BLOCK SECONDARY ON REACTION
OFFSIDE TIGHT END	:

MASTER LIST FOR SPECIALS

FAKE 29 TOSS Z REVERSE AT 8

FAKE 34 Z REVERSE AT 9

DASH SCREEN RIGHT OR LEFT TO A

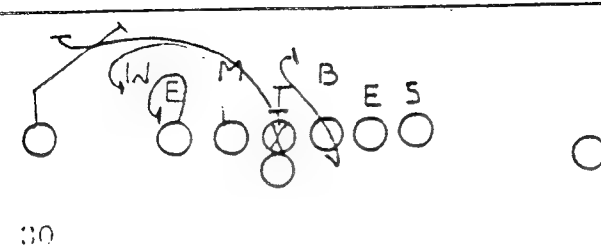
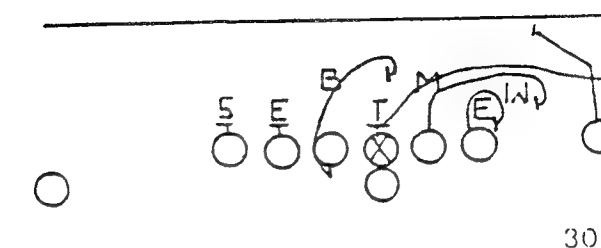
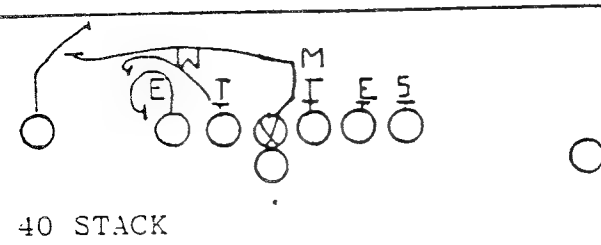
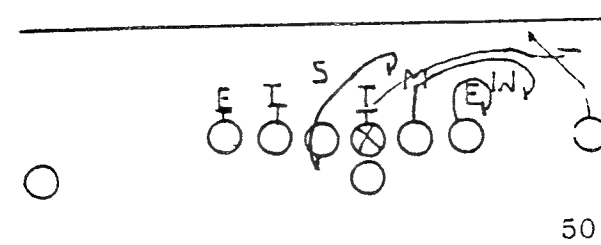
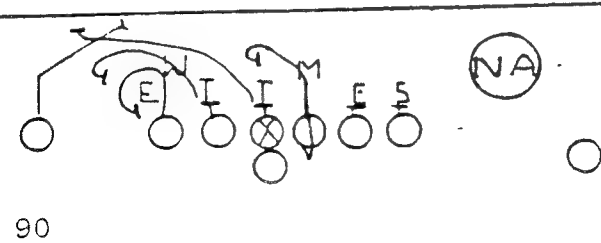
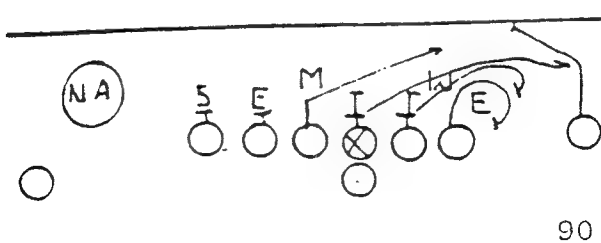
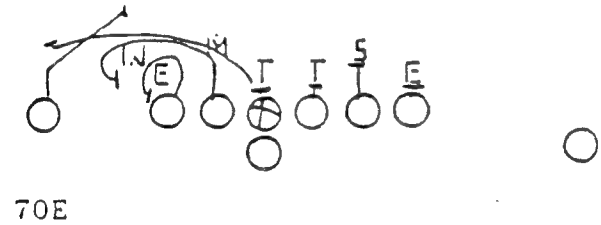
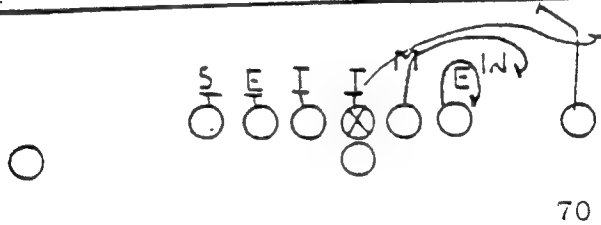
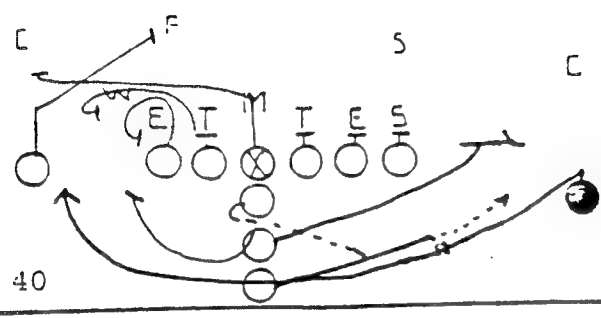
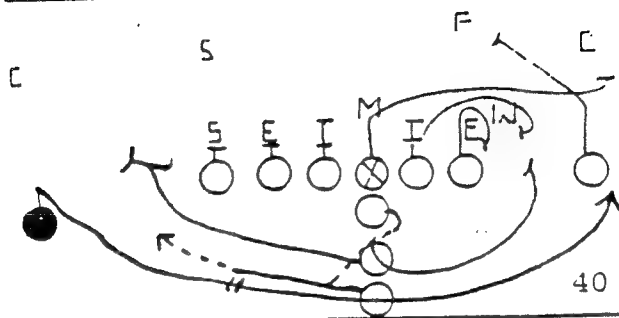
FAKE 28 OR 29 BOB SCREEN TO Y

FAKE 24 OR 25 LEAD - QB KEEP

FAKE 34 OR 35 FLEA FLICKER

FAKE 29 TOSS - Z REVERSE AT 8

FAKE 28 - Z REVERSE AT 9

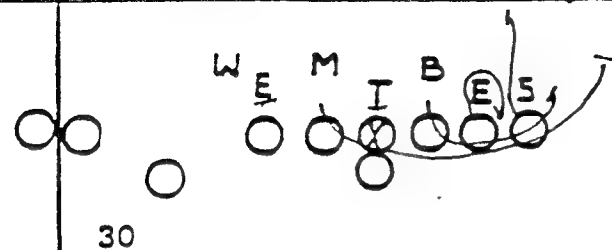
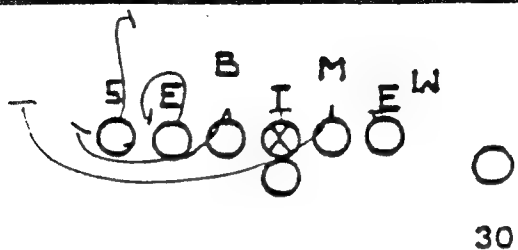
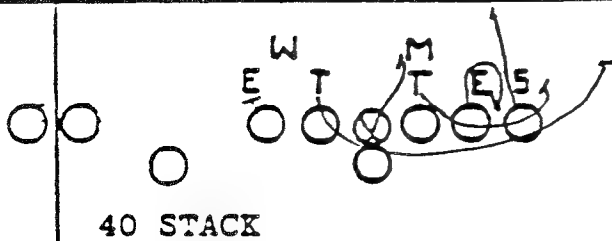
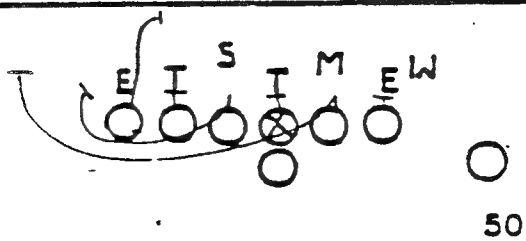
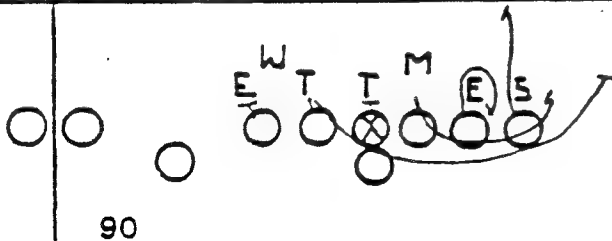
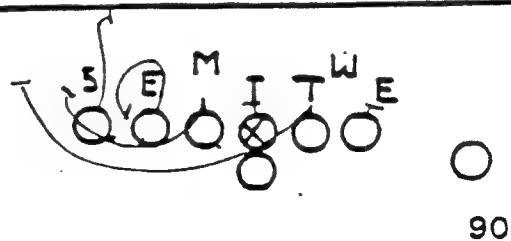
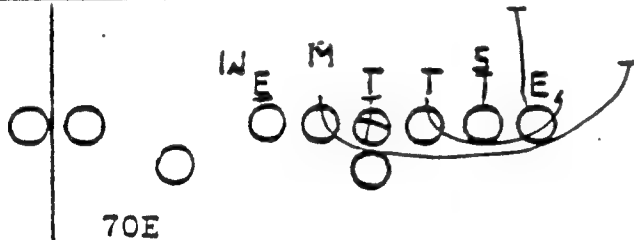
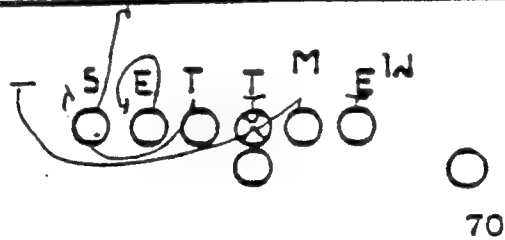
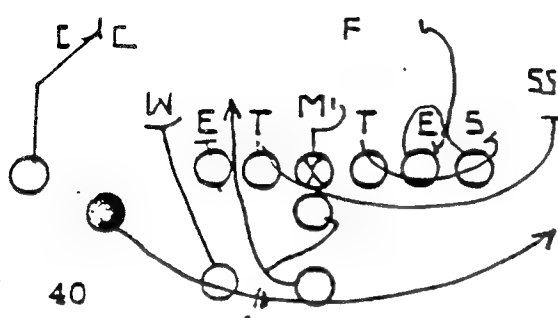
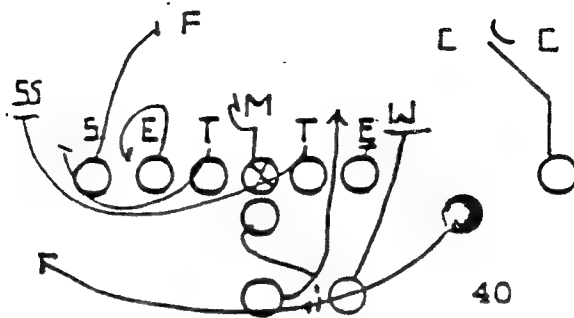


BLOCKING RULES

- Y - M BLOC EMLOS - PROTECT BALL EXCHANGE AREA
- PT - PEEL BLOC D.E.
- PG - M BLOC 2 COUNTS - RELEASE, BLOC WILL
- C - M BLOC 2 COUNTS - RELEASE, SPRINT TO PLAYSIDE FLAT, BLOC
- OFG - M BLOC MAN ON - BUBBLE, FAKE PULL 1 STOP, RELEASE, BLOC ILB'ERS
- OFT - M BLOC - PROTECT BALL EXCHANGE AREA
- Z - BALL CARRIER
- X - BLOCK FRANK (WEAK SAFETY)
- QB -
- BC - RUN TOSS 28 OR 29 - ACCEPT TOSS - MAKE HANDOFF TO Z MAN - OUTSIDE
- RB - HAND-OFF
- RB - RUN TOSS 28 OR 29 - BOSS BLOCK FORCE.

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	M BLOC EMLOS - GET DOWN HIS MIDDLE, LET HIM SUCKER FOR TOSS, STAY ON HIM, PROTECT EXCHANGE AREA - KEEP HIM ON LOS. - STOP HIS PURSUIT.
PLAYSIDE TACKLE	PEEL BLOCK ON D.E. - RUN IT AS CLOSE TO HIM AS POSSIBLE - YOU WANT TO BE ALONG SIDE OF HIM WHEN HE REALIZES A REVERSE IS COMING AT HIM - GET YOURSELF IN THE CORRECT POSITION SO YOU WILL NOT BE FORCED TO CLIP HIM - IF HE CHASES WAY DOWN THE L.O.S., LET HIM GO & LEAD B.C.
PLAYSIDE GUARD	M BLOC MAN ON 2 COUNTS, RELEASE, SHOVE HIM INSIDE, GO & BLOC WILL - UNCOVERED, DRIVE FOR LB'ER, CHOKE, LET HIM CHASE FLOW, GO & BLOC WILL.
CENTER	MAN BLOC MAN ON 2 COUNTS, RELEASE HIM TO AWAY SIDE - DON'T LET HIM PENETRATE TOO QUICK, RELEASE, SPRINT TO PLAY SIDE FLAT & BLOC UNCOVERED, CHOKE MAC, LET HIM CHASE FLOW, SPRINT TO FLAT AREA & BLOC.
OFFSIDE GUARD	MAN BLOC MAN ON, DON'T LET HIM PENETRATE, BALL EXCHANGE AREA IS BEHIND YOU & O.F.T. - CONTROL HIM ON L.O.S. - WHEN YOU RELEASE FORCE HIM AWAY FROM BALL - PRIMARY JOB KEEP HIM ON L.O.S. - UNCOVERED, FAKE PULL, 1 STEP, THEN THRU, LET ILB'ERS FLOW, TURN BACK & WAIT FOR NEAREST LB TO REACT BACK
OFFSIDE TACKLE	MAN BLOC MAN ON - STAY ON HIM, NO PENETRATION, BALL EXCHANGE AREA IS BEHIND YOU-WHEN YOU COME OFF, FORCE HIM AWAY FROM BALL.
QUARTER BACK	1. SERIES CALL WILL DICTATE BALL HANDLING. 2. AFTER THE BALL HANDLING IS EXECUTED, YOUR ASSIGNMENT IS TO BLOCK FORCE. 3. YOU MUST TIME YOUR BLOCK IN RELATION TO B.C.
BALL CARRIER	SPRINT SPOT - SIDELINE - ACCEPT TOSS FROM QB - GIVE OUTSIDE HAND OFF TO "Z" MAN - YOU MAKE ALL COURSE ADJUSTMENTS TO INSURE GOOD HAND OFF.
REMAINING BACK	RUN TOSS 28 OR 29 - BOSS BLOCK FORCE - ALLOW NO ONE TO CROSS YOUR FACE.
SPLIT - X	PUSH OFF L.O.S. TO DEEPEN CORNER BACK - YOU WILL BE ASSIGNED WEAK SAFETY TO BLOCK.
FLANKER - Z	RUN REVERSE - YOU WILL RECEIVE BALL FROM BACK BY WAY OF A HAND OFF BEHIND OFFENSIVE BACK.
OFFSIDE TIGHT END	



BLOCKING RULES

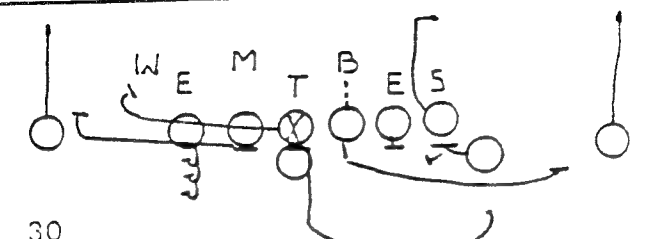
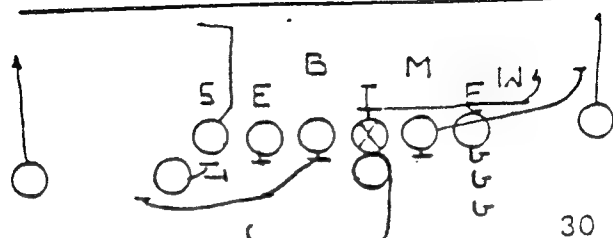
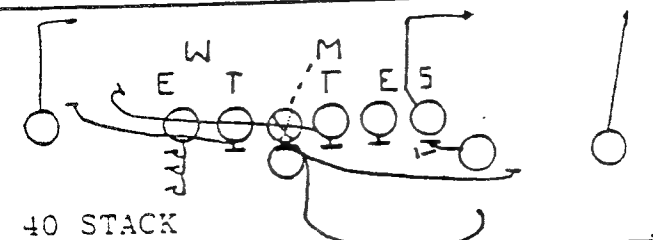
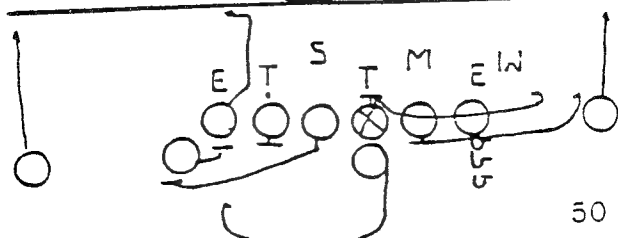
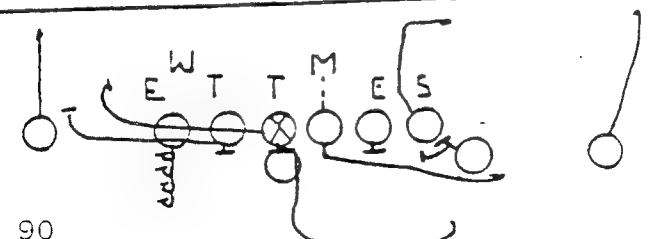
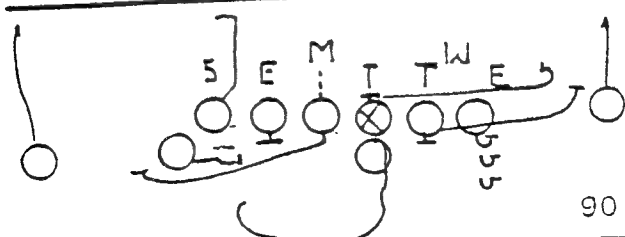
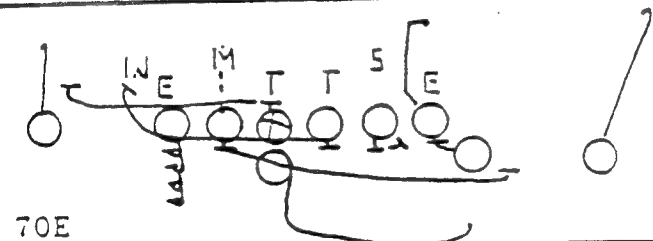
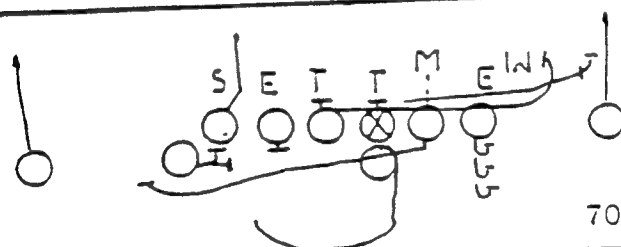
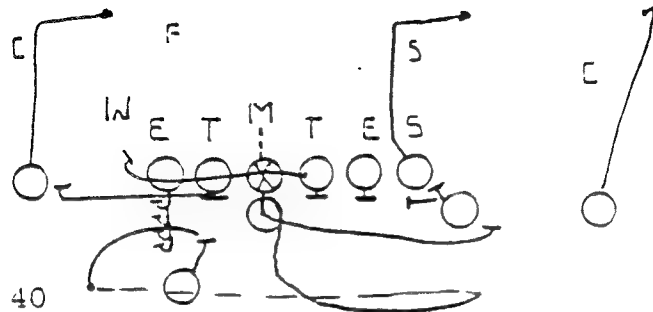
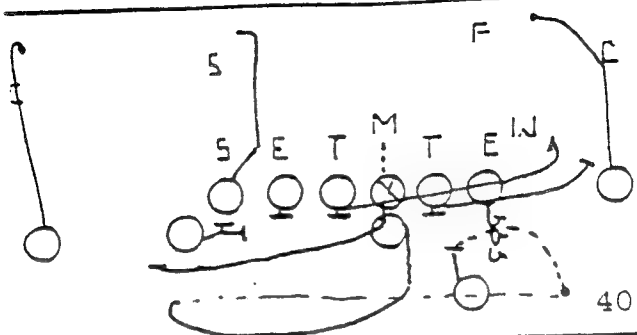
- Y - INSIDE RELEASE, BLOCK FREE SAFETY
- PT - PEEL, BLOC D.E. - VS 70E, M BLOC STUB
- PG - HIT, PULL PLAYSIDE, BLOC EMLOS
- C - M BLOC MAC OR NOSE
- OFG - HIT, PULL PLAYSIDE, BLOC S.S.
- OFT - M BLOC
- YOU WILL RUN REVERSE
- CUT OFF CORNER BACK
- QB -
- BC - RUN 34 OR 35 SLANT - :GOOD FAKE BLOCK FIRST SHOW.
- RB - BLOCK WILL - AS ON 34 & 35 SL

COACHING POINTS

FORMATIONS:	SPLITS:
TIGHT END	INSIDE RELEASE, DOWNFIELD TO BLOC F.S. - IF MAN ON PLAYS TO YOUR INSIDE, HOOK HIM & STAY ON HIM, PULLING GUARD WILL ADJUST.
PLAYSIDE TACKLE	PEEL AROUND YOUR D.E., RUN IT AS CLOSE TO HIM AS POSSIBLE. YOU WANT TO BE ALONG SIDE OF HIM WHEN HE REALIZES A REVERSE IS COMING AT HIM. GET YOURSELF IN THE CORRECT POSITION SO YOU WILL NOT BE FORCED TO CLIP HIM. IF HE CHASES WAY DOWN THE L.O.S., LET HIM GO & LEAD B.C.
PLAYSIDE GUARD	MAN ON, QUICK HIT IN HIS FACE, PULL, SLIGHT DEPTH, TO HOLE & BLOC EMLOS - TRY TO HOOK HIM IF YOU CAN, MIGHT HAVE TO CUT BLOC HIM OR DRIVE HIM TO OUTSIDE - HAVE TO READ ON GO, LOCATE HIM AS SOON AS YOU START YOUR PULL - IF TE BLOCS EMLOS, CONTINUE AROUND FOR CORNER - BUBBLE, 1 STEP FOWARD & PULL EMLOS.
CENTER	MAN ON, DRIVE FOR HIS MIDDLE, LET HIM GO TO FLOW, THEN KEEP HIM THERE - UNCOVERED, LET MAC GO TO FLOW, THEN WAIT FOR HIM TO REACT BACK, BLOC HIM.
OFFSIDE GUARD	MAN ON, QUICK HIT IN HIS FACE, PULL, SLIGHT DEPTH, TO HOLE & BLOC FORCE MAN (SAFETY OR CORNER) RUN OVER HIM - BUBBLE, 1 JAB STEP FORWARD, PULL, AVOID OCN, GET SLIGHT DEPTH & BLOC FORCE MAN - PLAYSIDE GUARD BLOCS FORCE, YOU LOOK FOR SUPPORT MAN & BLOC HIM - BE READY TO ADJUST.
OFFSIDE TACKLE	M BLOC MAN ON - CONTROL HIM TO OUTSIDE - NO PENETRATION. BALL EXCHANGE DIRECTLY BEHIND YOU.
QUARTER BACK	1. SERIES CALL WILL DICTATE BALL HANDLING. 2. IF THE REVERSE IS TOWARD X, YOU MUST BLOCK FORCE AFTER HAND-OFF. 3. IF YOU ARE BLOCKING FORCE, TIME YOUR BLOCK IN RELATION TO B.C.
BALL CARRIER	SLIGHT ROLL STEP TO INSIDE LEG OF OT. ACCEPT QB'S FAKE BLOCK 1ST COLOR.
REMAINING BACK	LEAD STEP FOR MIDDLE OF WILL - BLOCK WILL.
SPLIT - X	CUT OFF CORNER BACK. SPRINT TO ELIMINATE CORNER BACK FROM PURSUIT.
FLANKER - Z	RUN REVERSE - YOU WILL RECEIVE BALL AS A HAND OFF BEHIND Q.B.
OFFSIDE TIGHT END	:

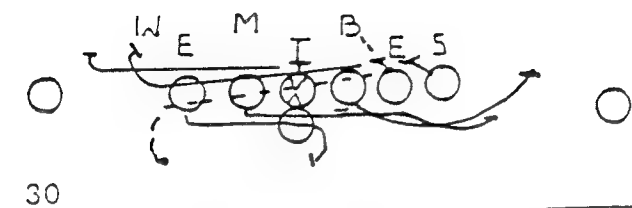
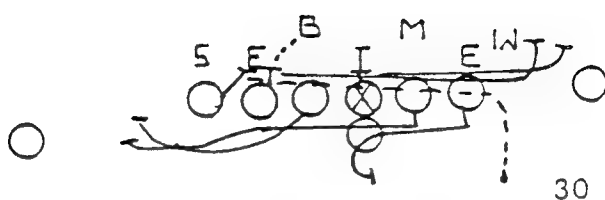
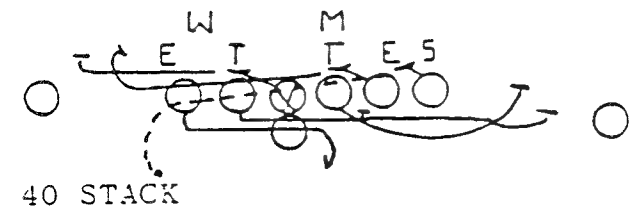
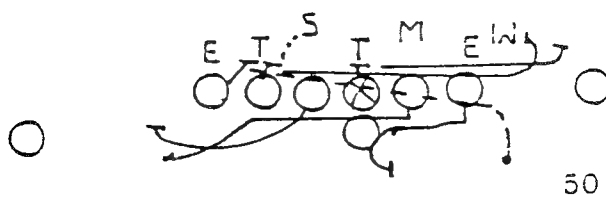
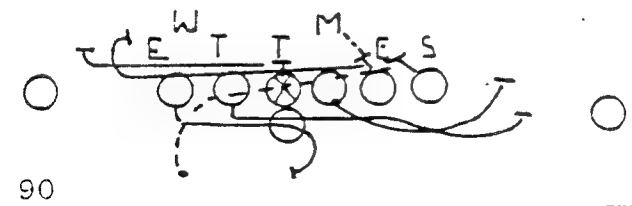
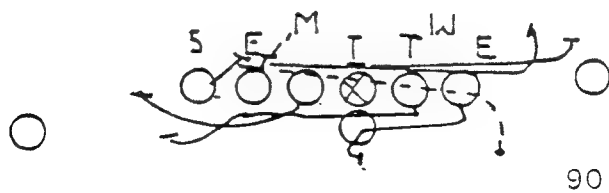
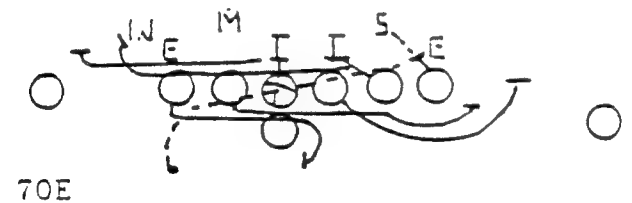
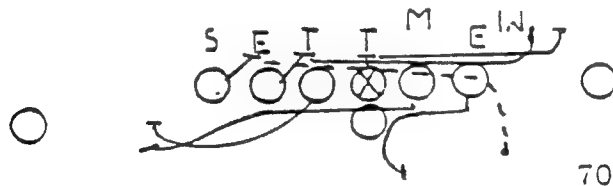
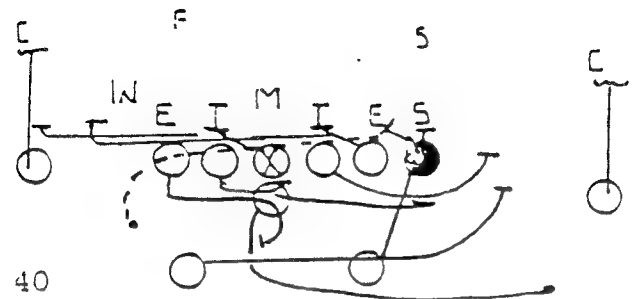
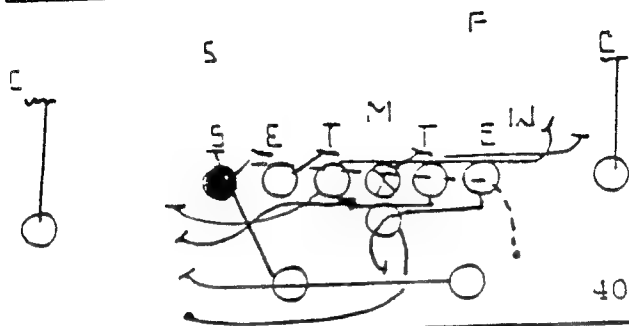
DASH LEFT SCREEN RT TO HB

DASH RIGHT SCREEN LT TO HB



BLOCKING RULES

- Y - PATTERN
- PT - DEEP PASS SET - INVITE DE UPFIELD-CONTROL HIM-POS. CUT LATE
- PG - COVERED; PASS BLOCK 3 CTS., RELEASE, LEAD SCREEN-VS 70, PULL, PROTECT
- C - UNCOVERED; PULL, PROTECT QB-COVERED, PASS BLOC 3CTS, RELEASE TO SCREE
- OFG - COVERED; PASS BLOCK 3CTS, RELEASE TO SCREEN-UNCOVERED; PULL, PROTECT QE
- OFT - PASS BLOCK & CONTROL #2 MAN
- Z - PATTERN
- X - PATTERN
- QB - DASH ACTION; SET UP WIDE AT 10 YDS DEPTH. THROW TO SCREEN BACK
- BC - FLARE SCREEN TECHNIQUE
- RB - S.P.U. - NAIL BLOCK

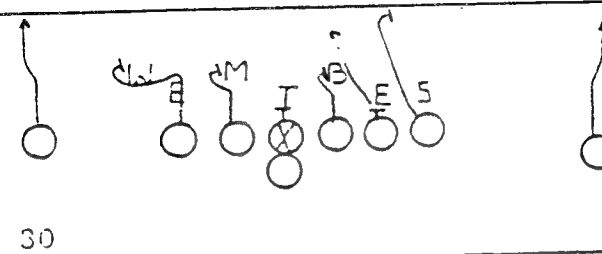
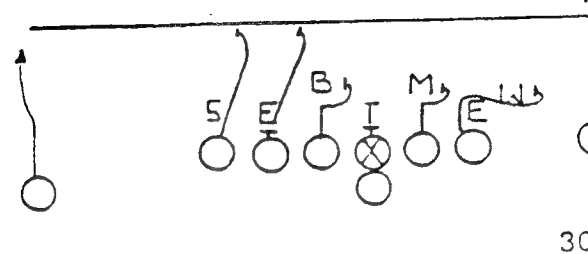
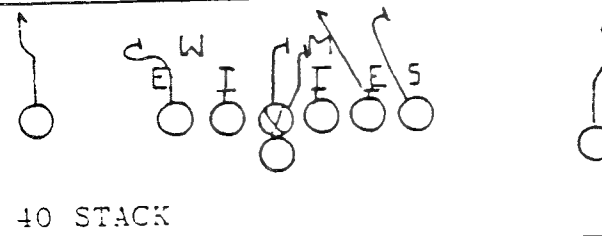
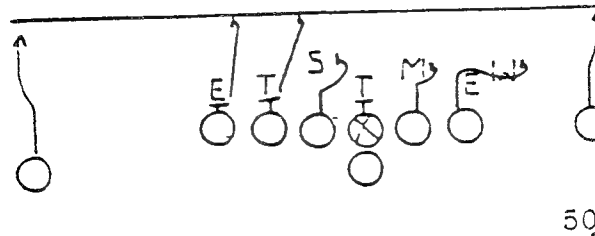
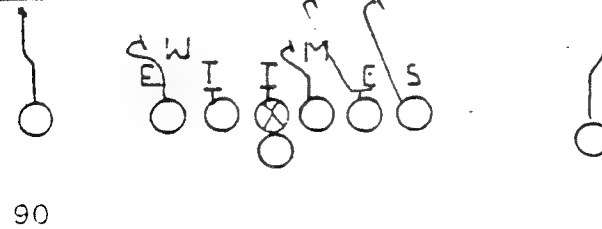
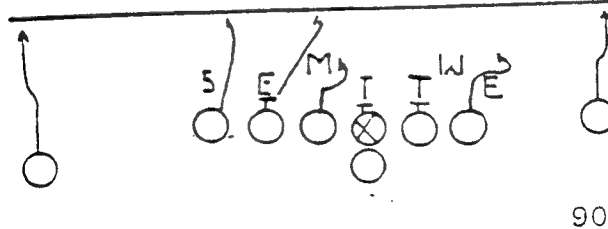
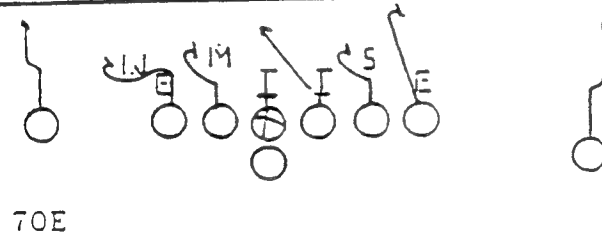
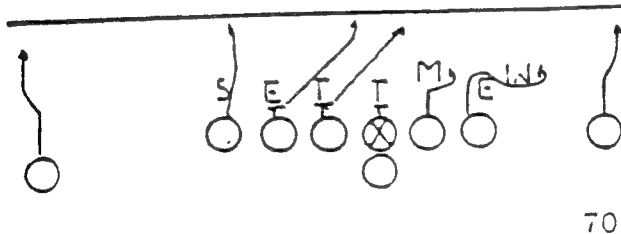
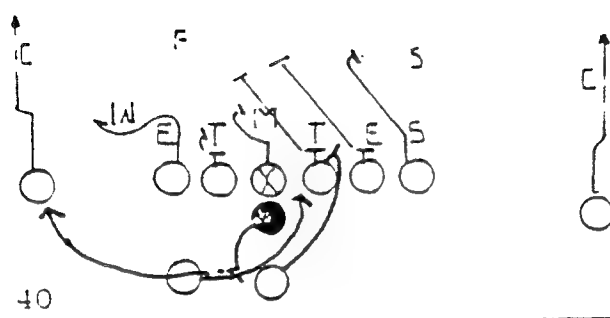
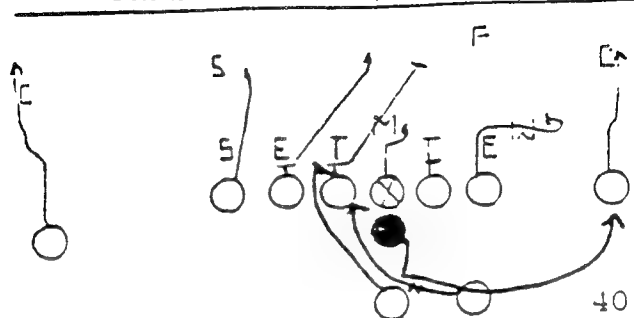


BLOCKING RULES

- Y - BOB SWEEP BLOC - STOP PENETRATION - SET SCREEN
- PT - BOB SWEEP BLOC - STOP PENETRATION - 3 COUNT - SET SCREEN LOOK IN
- PG - PULL BOB SWEEP - BLOC QUICK FORCE - DON'T CROSS L.O.S.
- C - COVERED, M BLOC - UNCOVERED, AWAY BLOC - 3 COUNT - SET SCREEN - LEAD
- OFG - PULL BOB SWEEP - CK MAC TO EMLOS ON THE MOVE
- OFT - SEAL PULL, WHEEL INTO BACKFIELD, BLOC PURSUIT.
- Z - BLOCK ON REACTION
- X - BLOCK ON REACTION
- QB - FAKE 28/29 BOB SWEEP. ROLL OUT BEHIND HB TO A DEPTH OF 12/14 YARDS. SET UP AND THROW TO Y.
- BC - RUN 28 OR 29 BOB-GOOD FAKE-BLOCK ANY COLOR WIDE.
- RB - BLOCK 28 OR 29 BOB SWEEP.

FAKE 25 LD - CB KEEP AT 8

FAKE 24 LD - CB KEEP AT 9

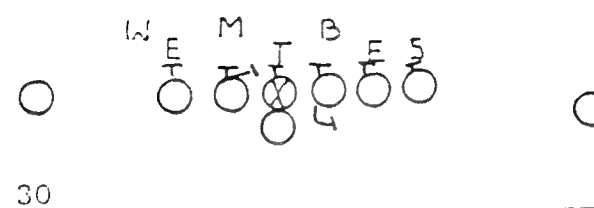
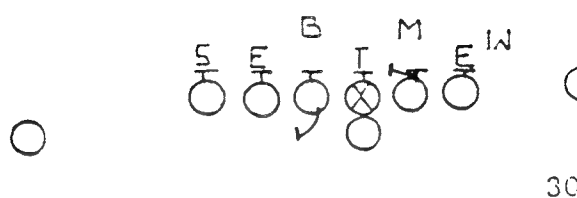
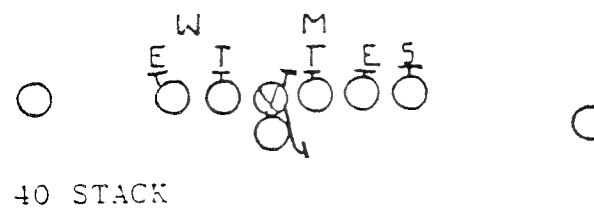
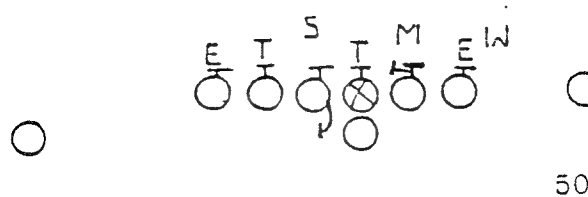
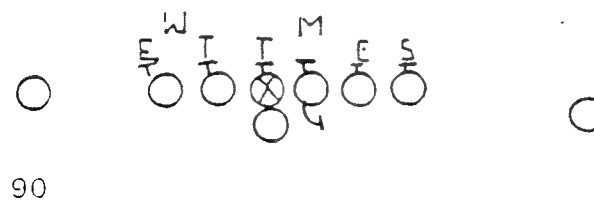
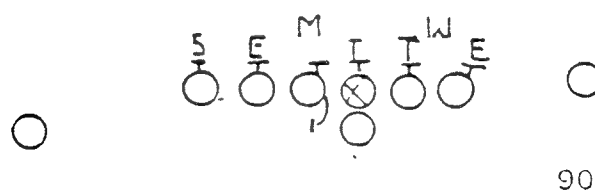
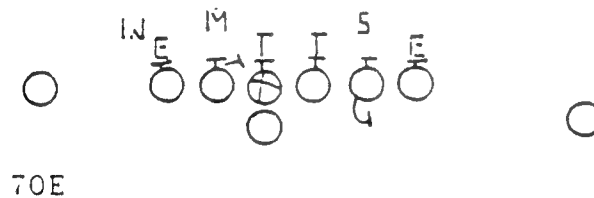
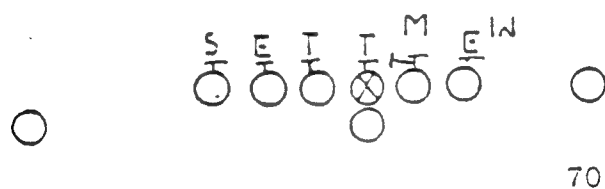
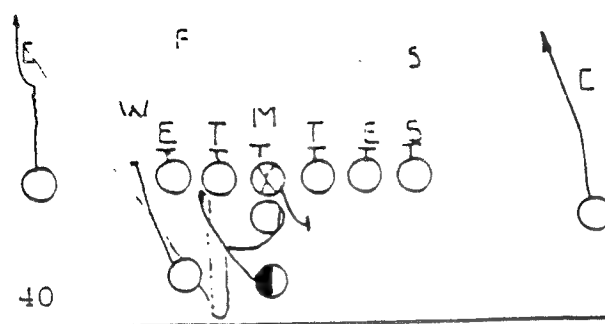
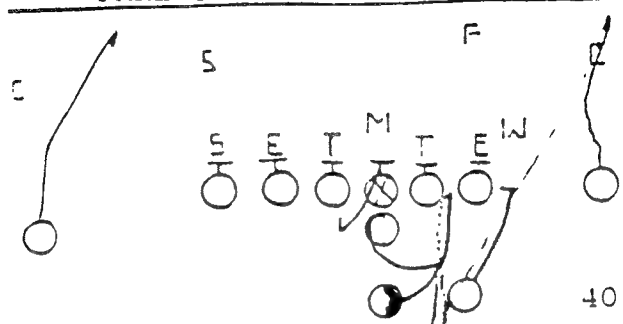


BLOCKING RULES

- Y - SLAM STUB (DE 50 DEF), RELEASE TO S.S.
- PT - PEEL, BLOC WILL
- PG - M BLOC #1 MAN
- C - M BLOC #0 MAN
- OFG - SLAM HIT #1 ON LOS, RELEASE D.F. - BUBBLE, BLOC LB'ER.
- OFT - SLAM HIT #2 - RELEASE D.F. TO BALL AREA.
- Z - RUN OFF CORNERBACK
- X - RUN OFF CORNERBACK
- QB - FAKE 24/25 LEAD. ROLL OUT TO FLANK. BE ALERT FOR WILL DOG.
- BC - RUN 24-25 M LEAD - GOOD FAKE
- RB - BLOCK 24-25 M LEAD.

FAKE 34 - FLEA FLICKER RT

FAKE 35 - FLEA FLICKER LT



BLOCKING RULES

- V - M BLOC EMLOS
- PT - M BLOC DE
- PG - M BLOC #1 - UNCOVERED CK MAC, HELP OCN
- C - M BLOC #0 - UNCOVERED CK MAC, HELP BACKSIDE
- OFG - M BLOC #1 - UNCOVERED CK LB, HELP BACKSIDE
- OFT - M BLOC #2 - UNCOVERED CK LB, HELP TE
- Z - SEAM 3 ROUTE
- X - FAKE OPTION BLOCK ON FORCE. RELEASE DEEP ON REACTION OF DB.
- QB - REVERSE PIVOT. HAND OFF TO EC - CET DEPTH FAST AFTER HAND OFF. RECEIVE PITCH FROM BC.
- BC - RECEIVE HAND OFF. FAKE INTO L.O.S. PITCH BALL BACK TO QB.
- RB - BLOC WILL. :

PASS OFFENSE -- GENERAL INFORMATION

There will be several types of passes in our offense. They are:

1. DROP BACKS Thrown by the QB who retreats straight back inside of a protective cup formed by the linemen and blocking backs.
2. SPRINT OUTS Whereby the QB makes a front pivot and sprints directly at the flank.
3. PLAY PASSES Whereby the fake of a running play occurs, but a pass develops. Blocking patterns will vary according to the type of play pass occurring.
4. SCREENS Delayed type of pass thrown to a receiver at a designated spot behind the L.O.S. Several linemen release in front of the receiver to provide blocking. These can be thrown from the fake of a drop back or from the fake of a running play. Blocking will vary according to whether it is a drop back or play action screen.
5. SPECIAL PASSES Passes, usually play action passes, which do not fit into any other definable category. These are mostly gadget-type, or goal line, or short yardage passes.
6. DASH PASSES Whereby the QB initially sets up inside the protective pocket in order to lure rushers on an upfield course. The QB then breaks sharply at a designated flank aided by a nail down block. A planned pass pattern is executed in conjunction with this action and this protection.

PASS TERMINOLOGY

1. RELEASE - A maneuver by a receiver out of his stance when covered tight by a linebacker or defensive back; either a finesse-type move or an aggressive power move attempting to quickly escape the defender.
2. APPROACH - A term describing the receiver's move on a particular route. For example, run a Post route using a streak approach.
3. STICK - Last 3 step leg of the approach that drives at the defender to push, freeze, or influence him before break.
 - a) ANGLE - The angle is a 3 step move started on the foot opposite the break. The move is made at 30° for 3 steps and then in- to the final break. This move is excellent on corner to out patterns and Post to Cross patterns.
 - b) WEAVE - The weave is exactly like the angle but the move is made at 45°. The greater the angle of the separation technique the greater the need for body control.
 - c) 90° - The 90° is also a 3 step move but the break is at 90°. In order to make the break, the center of gravity must be low and the hip must be over the foot. The key is not to drift or round the cut.
 - d) PHONY ACCELERATION - The phony acceleration is a 3 step move which forces the receiver to get his body low by bending his knees. He brings his hands to his armpits using a 1,2,3 pumping motion and moves his feet at the same tempo as his hands. This helps the receiver gather his body, bend his knees and get his arms in close. It helps his body control by lowering his center of gravity.
 - e) CHANGE OF PACE - The change of pace is the opposite of the phony acceleration and gives the impression to defenders that the receiver is slowing for a break in, out or back to the ball. The idea is to relax a bit and slow for 3 steps, then burst.
 - f) LOOP - The loop is a three step move started on the foot on the side of the break. On the 3rd step the receiver loops back so that his break is 270° from his original direction. A phony acceleration helps get body control and helps him burst into the final break.

4. BREAKING POINT - A critical point vertically down the field from L.O.S. where receiver makes his break. This point will be described in relation to the numbers. Example: the breaking point for the Curl route is 2 yards outside the numbers.
5. ROUTE - Prescribed technique of an individual receiver including split, release approach and breaking point.
6. PATTERNS - Combination of routes.
7. FADE - Used as an adjustment on the move vs. a corner kick technique.
8. OH - Used by Y when designated, meaning to set and check Stub or S/S blitz; no blitz, release on called route.
9. SWING CONTROL - Back in pass pattern to occupy defensive personnel in Hook, Curl, Flat areas.
10. JPB - A definite one step fake. It attempts to freeze or turn a defender at the break point.
11. DOUBLE JAB - Fake leading into a break point. First step toward break - second step away, rolling head and shoulder to freeze defender. Accelerate into route off second step.
12. LILLY - Term to designate a read screen to the left.
13. ROSE - Term to designate a read screen to the right.

PASS OFFENSE MECHANICS

DROPPACK PASSING GAME

A. MECHANICS

1. The mechanics of how the pass offense is put together are structured for definition purposes into four categories that are all coordinated into one clearly defined offensive play.
2. Each phase of the call directs the four units that are involved in the execution of the play.
 - (a) Quarterback
 - (b) Offensive Line
 - (c) Receivers
 - (d) Running Backs
3. Theoretically, this should eliminate any breakdown in communications, define responsibilities and allow flexibility without taking away from execution.
4. The four categories making up each call are:
 - (a) Series
 - (b) Protection
 - (c) Pattern
 - (d) Flare Control
5. SERIES CALL
 - (a) The Series Call is the first thing called by the QB when putting together a Pass Play.
 - (b) The one call takes care of defining the area of attack, the initial QB read, the depth of the QB's drop, and in most cases the protection needed.
 - (c) Fifteen Series
 - (1) MAX: Maximum Protection - no backs out
 - (2) QUICK: Short Passing Game
 - (3) FIRM: Medium Passing Game
 - (4) FLARE: Deep Passing Game
 - (5) R "CALL": Call that keeps the right back in with other back on S.P.U.
 - (6) L "CALL": Call used to keep the left back in with other back on S.P.U.
 - (7) FLOOD: Weakside flood series with A back on free release; B back S.P.U. on will
 - (8) KEY RIGHT: Center or uncovered linemen has first inside dogger to his right. The back aligned to call side has N.S.P.U. The back to the left has double S.P.U. on the first dogger to his side.
 - (9) KEY LEFT: Cover or uncovered linemen has first inside dogger to his left. The back aligned to call side has N.S.P.U. The back to the right has double S.P.U. on first dogger to his side.

- (10) SCOT: A call toward Y that has the P.G. on double pick-up. The B back has N.S.P.U. The Y man must release inside as he may be a Hot Receiver vs. some dogs.
- (11) SCAT: A call toward an open side that has the P.G. on double pick-up. The A back has N.S.P.U. The A back must read the weak-backer as he may be a Hot Receiver.
- (12) RICKY: Strongside Flood Series to the left B back has N.S.P.U.; A back has double pick-up to left side. The offensive line executes a key right assignment. Y must release inside.
- (13) LUCKY: Strongside flood series to the right. B back has N.S.P.U.; A back has double S.P.U. to right side. The offensive line executes a key left assignment. Y must release inside.
- (14) RIP: Back aligned to the right, and the right guard have dual read on inside to outside LB'er.
- (15) LIZ: Back aligned to the left and the left guard have dual read on inside to outside LB'er.

6. PROTECTION CALL

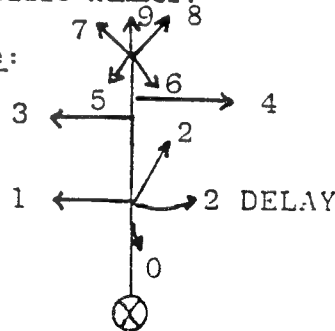
- (a) The protection call in most cases is included in the Series Call.
- (b) The only time the protection call is not included with the Series Call is when the two series are being combined.
- (c) The first call always controls what series is being used, the second call, if made, incorporates a different technique by the pass protectors. Example: Flood - Quick.
- (d) Means a weak flood pattern is being used and a quick set technique is being utilized.
- (e) Protection calls made at the L.O.S.
 - (1) ROGER: A protection call involving the right guard, right tackle, and the back aligned to the right side. It calls for a slide technique with the two linemen, and the back responsible for the inside LB'er on S.P.U. The call takes off a Rip or Liz call.
 - (2) LARRY: A protection call involving the left guard, left tackle, and the back aligned to the left side. It calls for a slide technique with the two linemen, and the back responsible for the inside LB'er on S.P.U. The call takes off a Rip or Liz call.
 - (3) LON: Call utilized to adjust protection to an overloaded pass rush problem to our left. Back on left side blocks first outside dogger, none, run route. Center or uncovered lineman blocks first dogger to his left.

- (4) Roy: Call utilized to adjust protection to an overloaded pass rush problem to our right. Back on right side blocks first outside dogger, none, run route. Center or uncovered lineman blocks first dogger to his right.

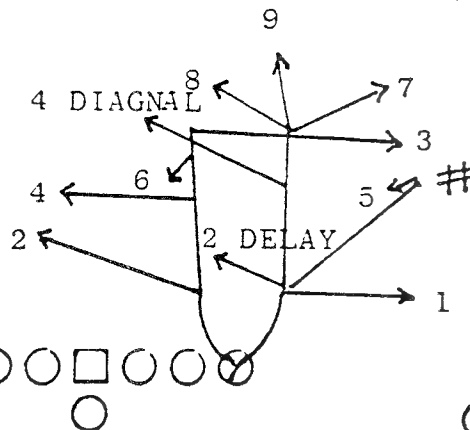
7. PATTERN CALL

- (a) All pass patterns are put together by calling three individually numbered routes.
 (b) Each route the receivers have in their passing tree is assigned a specific number.

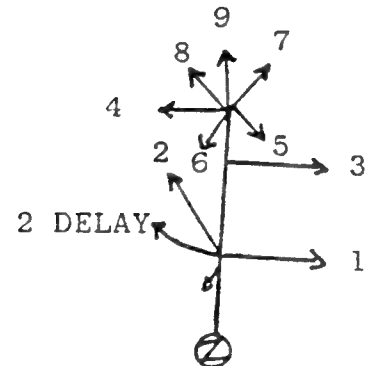
(1) X's Tree:



(2) Y's Tree:



(3) Z's Tree:

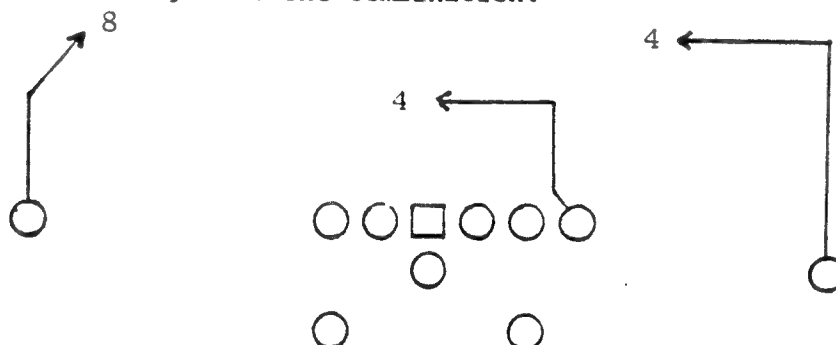


- (c) To put the routes together in terms of a pattern the numbered routes are called starting with X (the weak-side-receiver) going to Y (the middle receiver) then to Z (the strongside outside receiver).

(d) To give an example of a call, 844 will be used.

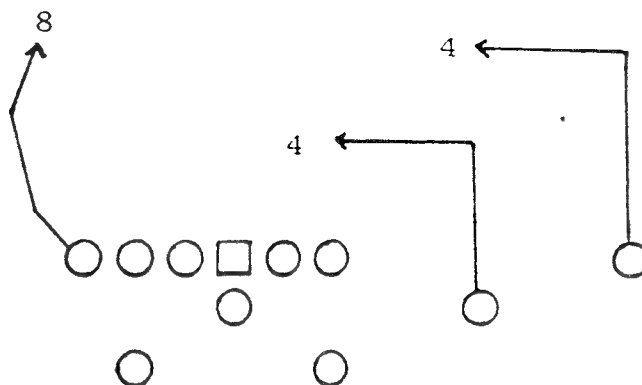
- (1) The 8 call tells X to run an 8 route.
- (2) The 4 call tells Y to run a 4 route.
- (3) The 4 call tells Z to run a 4 route.

Note: The strongside combination is always coordinated and taught as one combination!



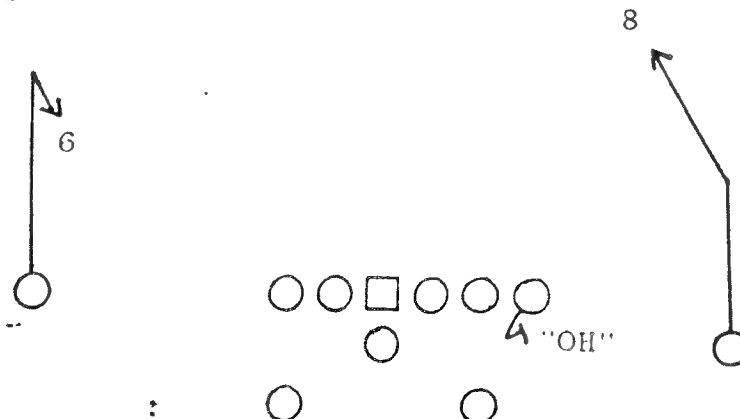
- (e) The pattern progression, weak to strong, is always the same regardless of the alignment of the receivers. The two outside receivers take the first and last numbers called and the middle man takes the middle number called.

Example: OPPOSITE FORMATION 844.



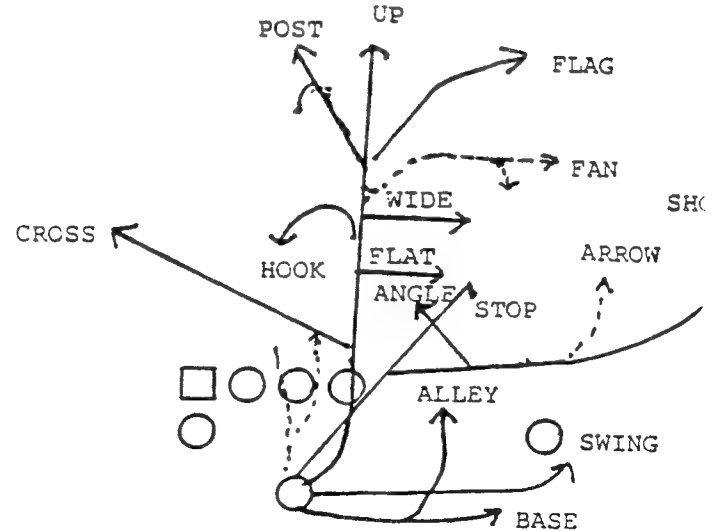
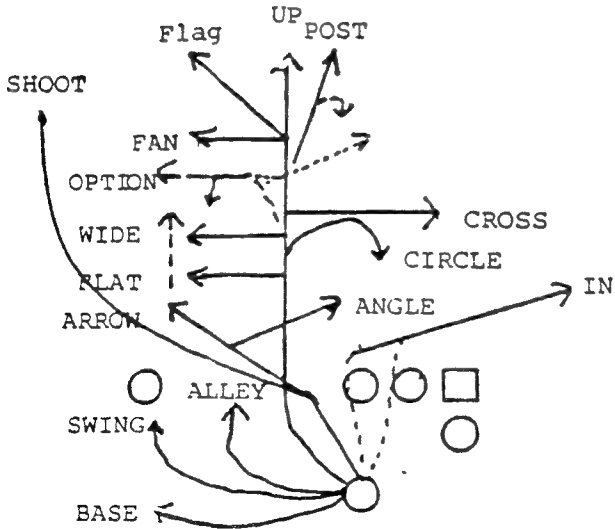
- (f) If at any time the QB does not call a middle number, substituting an "OH" call for a number, Y slow blocks and does not release.

Example: 608.



8. FLARE CONTROL CALL

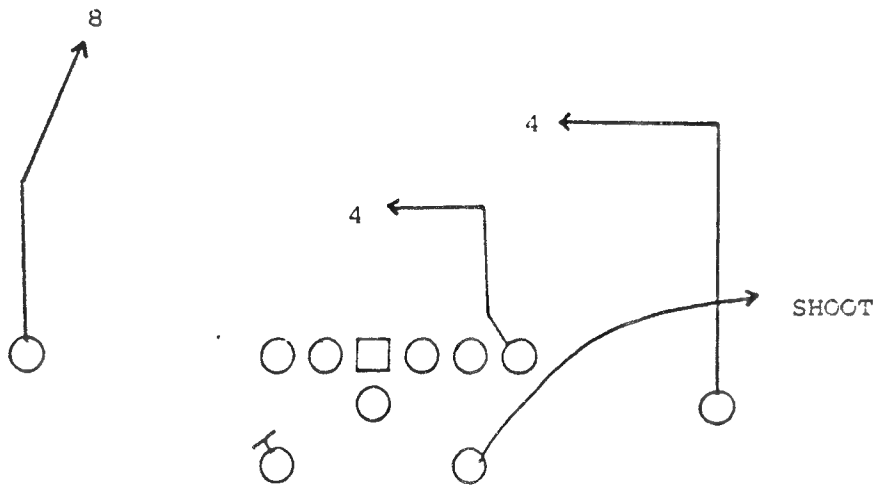
- (a) The final call in putting together all four categories is the flare control.
- (b) The flare call will direct one or both backs into the pattern, dependent upon the series being used.
- (c) HB and FB Mirrored Flares.



- (d) When combination flares are required, a new set of terminology is used to describe the two individual routes as one. To be discussed in the Flare Series.

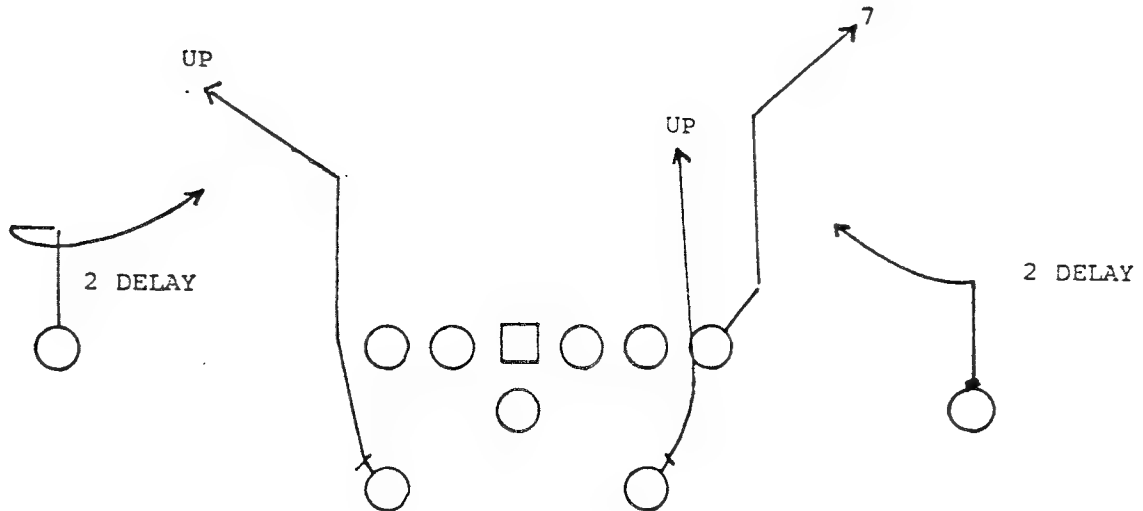
9. The following diagram combines all four categories into one pattern call:

L: SERIES & PROTECTION
 844: PATTERN
 SHOOT: FLARE CONTROL

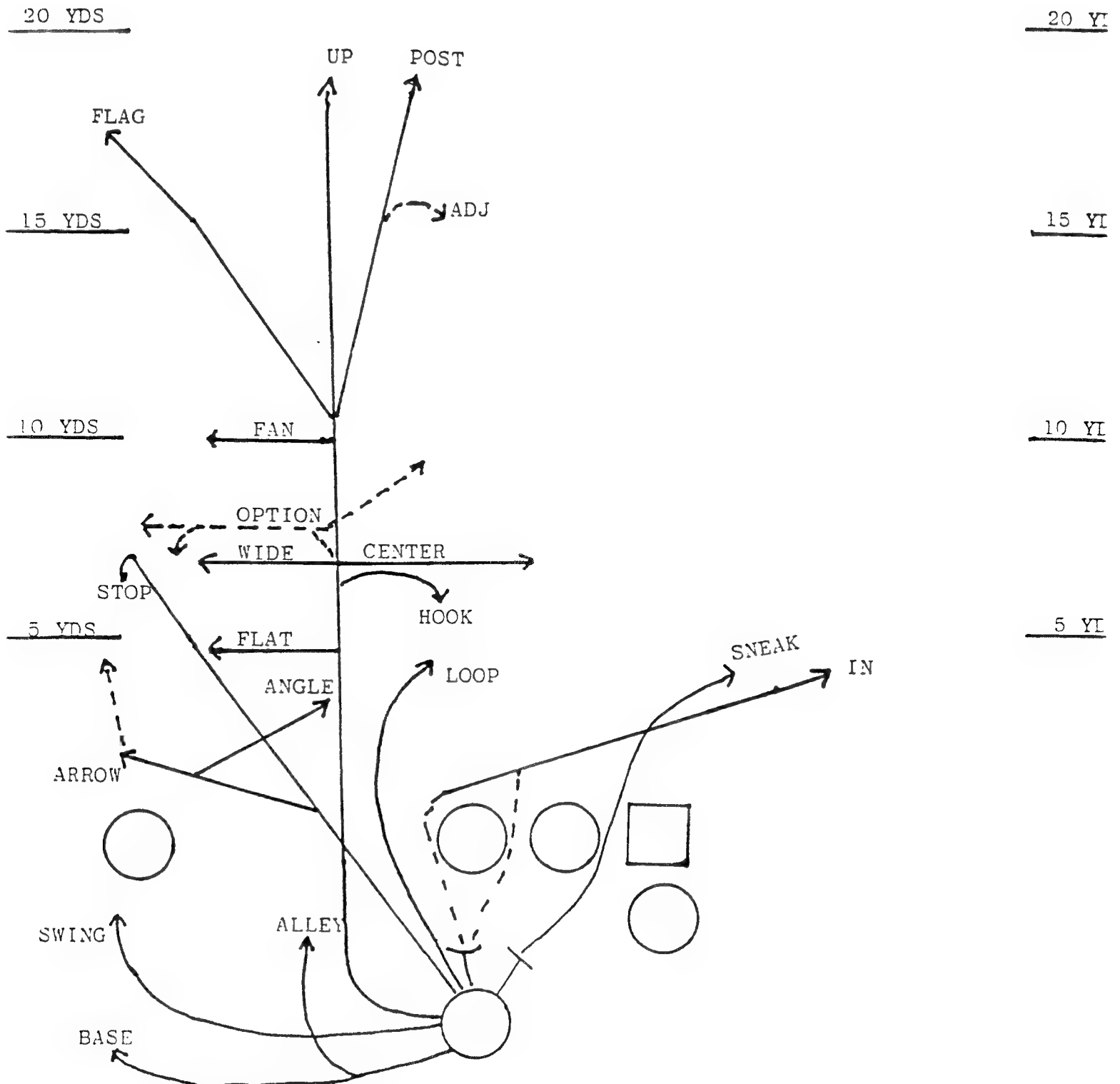


10. Whenever an individual route is needed for use in a specific pattern that is not in the numbered tree of that or those receivers involved, the QB will call the route closest in description to the route desired and then call the name of that route in place of the flare call.
Example: FLARE 272-X & Z DELAY.

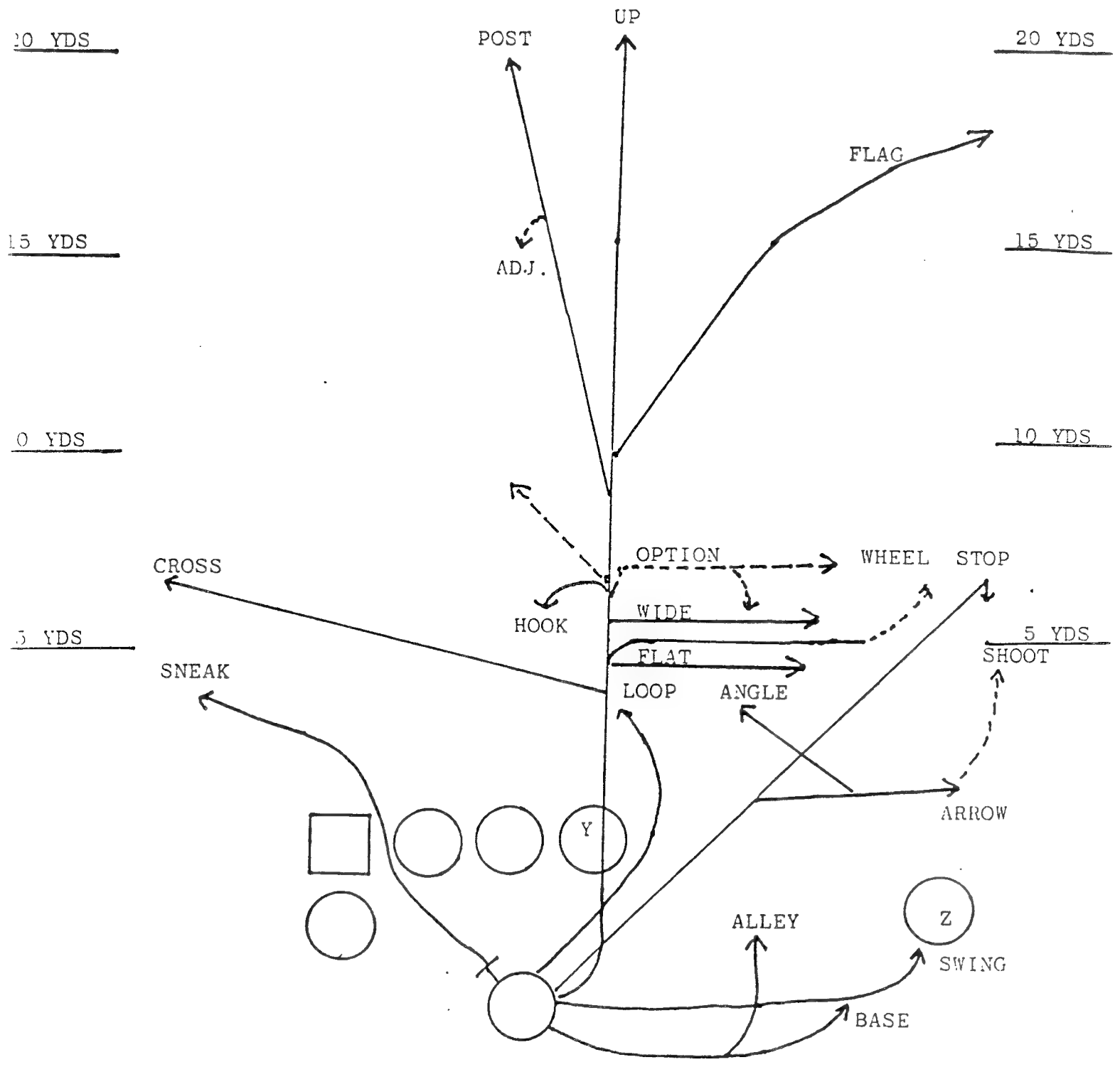
- (a) In other words X & Z would end up running their #2 routes but use a delay technique.
- (b) The RB or RB's would use the change up route call as an alert to run a companion flare as pre-determined by the game plan.
- (c) Example Call: FLARE 272 X & Z DELAY-UP.



A TREE



B TREE



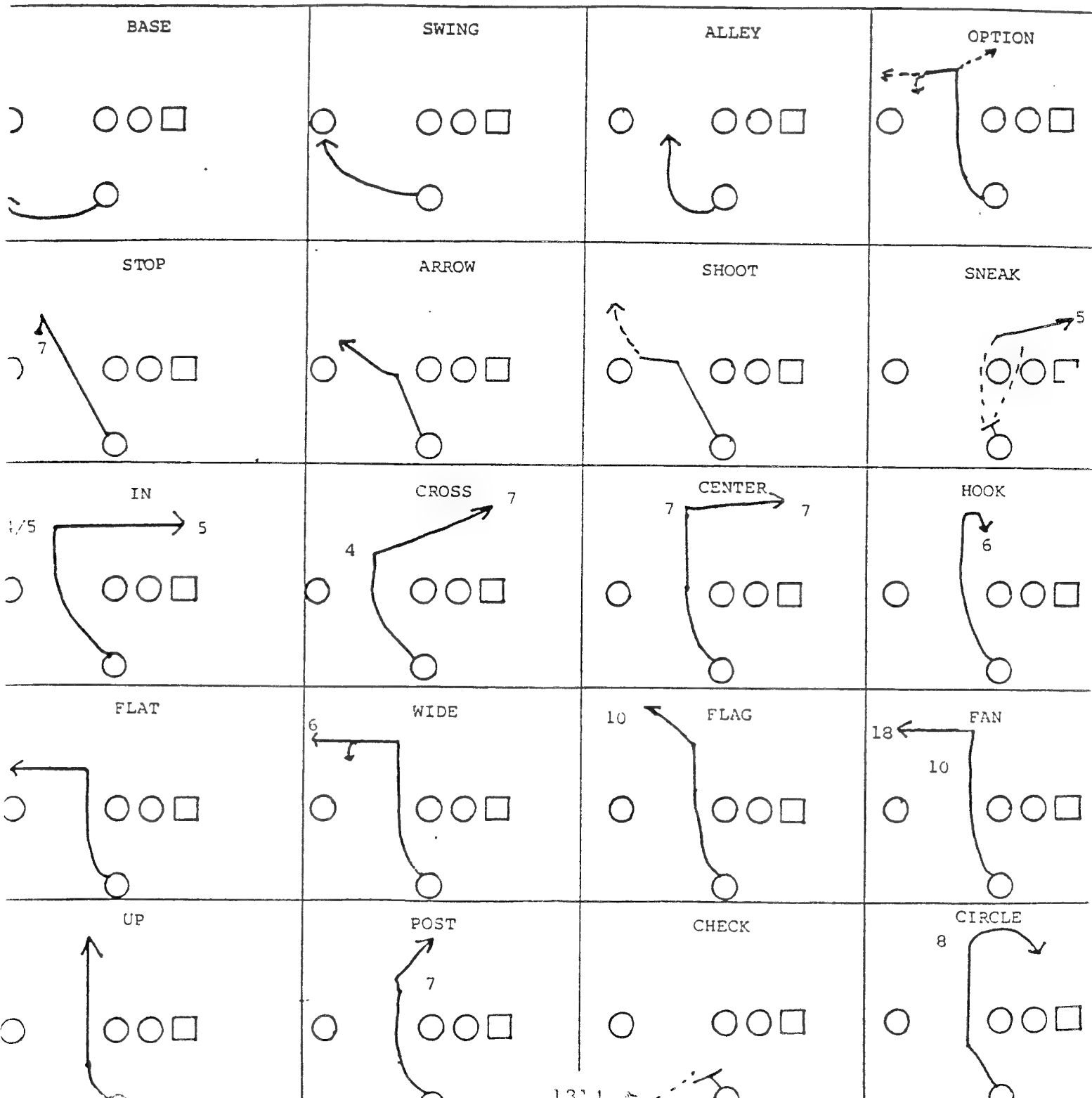
PASS ROUTES FOR BACKS

1. OPTION - Drive at backer, your side. Check type of coverage, man or zone. Push up 7 to 8 yards. Give him move. Break in or out on him. Sprint out of break. Out break 90° angle. Alert for help from outside, adj. in break at 45°.
2. STOP - Drive up-field to 7 yd. depth, aprox. top of number. Hook outside always, do not drift out or back.
3. HOOK - Drive at LB. Turn inside at a depth of 6 to 7 yds. You will stop over your original alignment.
4. UP - Release outside OT, drive down-field, quickly looking over inside shoulder. Get head around to QB at L.O.S.
5. BASE - Drive toward sideline with 2 yd. belly from original alignment. After driving 5-steps, look back for ball. As you get outside numbers, turn your numbers to the QB. Do not cross L.O.S.
6. POST - Release outside OT. Drive straight up-field to 8 to 10 yds. Break to inside for post angle. Alert to adjust route to the type of coverage your getting by game plan.
7. FAN - Release outside OT. Drive up-field to a depth of 10 yds. Jab, and break outside at 90° angle.
8. FLAG - Release outside OT. Drive up-field 10 yds. Break at a 45° angle toward sideline. Receive ball over outside shoulder vs. man coverage. Give post move.
9. ARROW - Drive hard at LB, but flat parallel to L.O.S. Break not to be over one yd down field. Gain ground to 3 yd. at end of route. No adj.
10. SHOOT - Same as Arrow. When you feel LB bite, turn up-field and look for ball over inside shoulder. You should be gaining width with depth.
11. CROSS - Release down-field to a depth of 4 yds. Fake LB to outside, and break across field. You want to be 7 yds. deep at opposite tackle.
12. IN - An A back route, a release inside or outside at release on a cross pattern to 3 to 4 yds. down field. You want your depth to be 5 yds. deep at opposite TE.

13. FLAT - Drive up-field to a depth of 4 yds. Fake LB inside. Break outside at 90° (No adjustment).
14. WIDE - Drive up-field to a depth of 7 yds. Fake LB inside and break outside at 90°. (Adjust to coverage).
15. ALLEY - Start base route, lose 2 yds on release. Turn up field approx. half way between Y & Z. Come under control. Should get ball over inside shoulder on or before L.O.S.
16. CENTER - Drive up field to a depth of 7 yards, 90° break to inside. No adjustments.
17. LOOP - Release as if an up route. This is a bend or circle to inside. Start bend after you clear DE. You should receive ball before you cross the ball.
18. ANGLE - Release as Arrow route. Use good 3 step stick move to outside. Plant and break back on a 45° angle to inside angle. Could be less, depending on depth of backer. You must come under the backer.
19. SWING - Release to outside. Drive at WR's position, gaining ground as you go. Do not lose any ground on release. Turn up-field as soon as you reach WR's alignment.
20. SNEAK - Step up square stance, show pass block. Delay release 2 counts, then release to soft area over inside/or outside/OT. Check to depth of about 3 to 5 yds.
21. WHEEL - Release as flat route at a depth of 5 to 6 yds. Roll to flat. To clear under coverage, you may turn into shoot at sidelines.

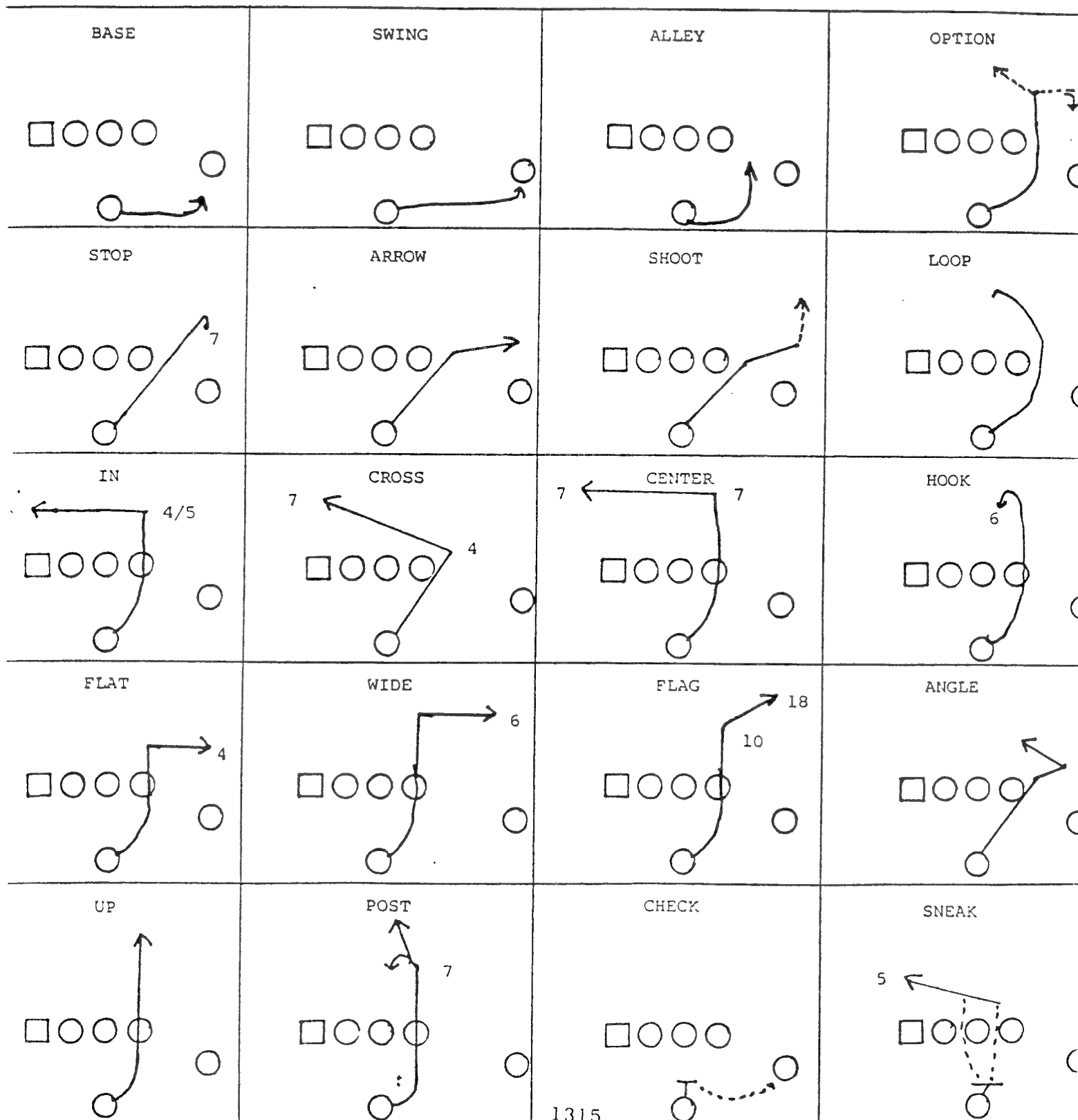
FLARE CONTROL MECHANICS (RIGHT FORMATION)

1. As already stated, the flare control call is the final call in putting together a pattern.
2. The RB or RB's releasing is determined by the series protection call.
3. Flares are either individual cuts called by the QB or mirrored cuts by both RB's, all determined by the series protection call.
4. To further explain, if R is called, the flare is run by the HB, if L is called, the flare is run by the FB. If Flare is called, the flares are run by both RB's. When combination flares are required, new terminology is used. (Flares that are not mirrored).
5. HALFBACK INDIVIDUAL FLARES DIAGRAMMED BELOW:

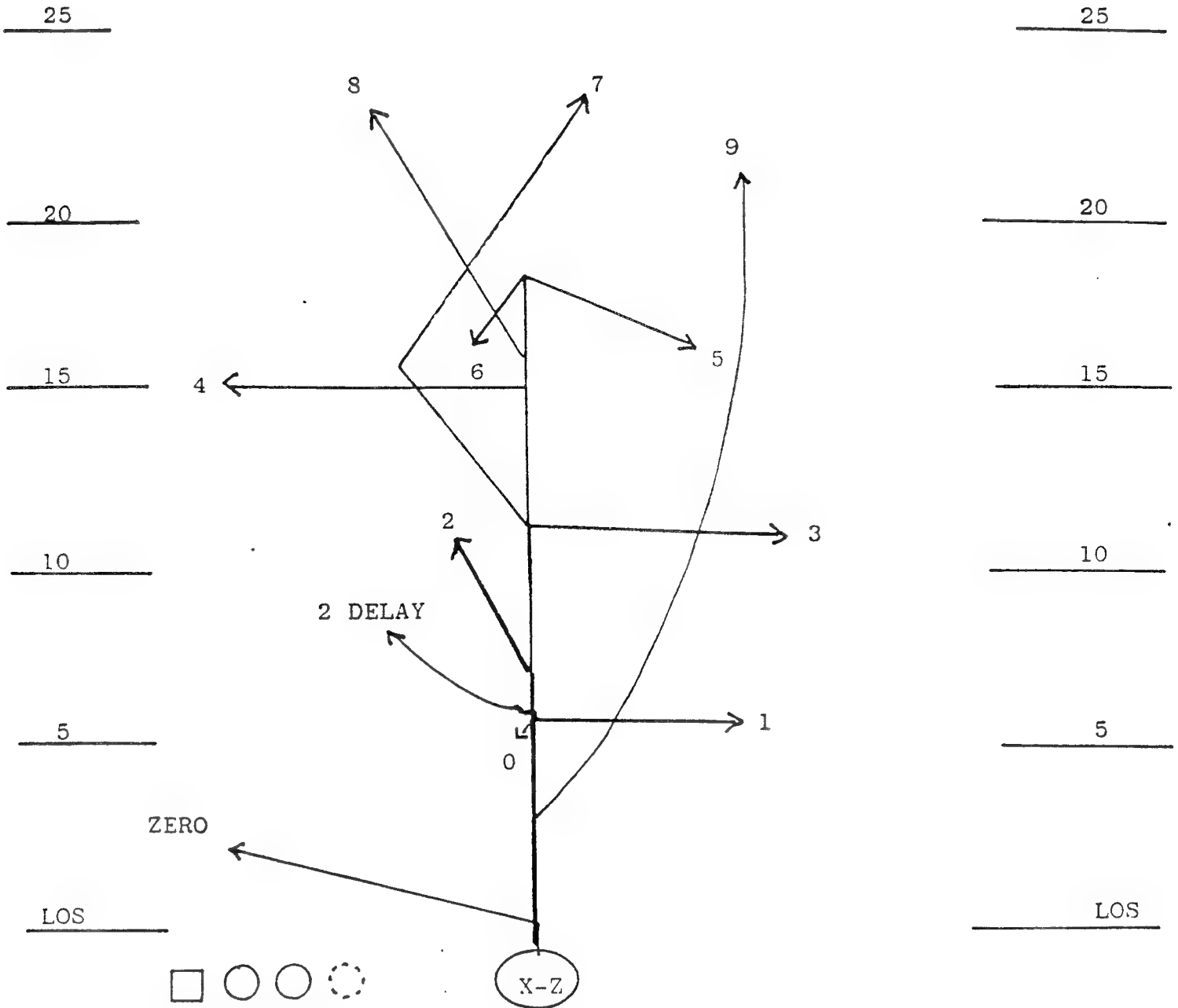


FLARE CONTROL MECHANICS (CONT.)

6. The FULLBACKS individual flares are exactly the same as the HB's except he does not have a Circle or Fan Flare.
7. The type of release, whether it be S.P.U. or N.S.P.U. is again determined by the series and protection call.
8. The FB would run an individual flare when L, or Stub protection is called.
9. FULLBACK INDIVIDUAL FLARES DIAGRAMMED BELOW:



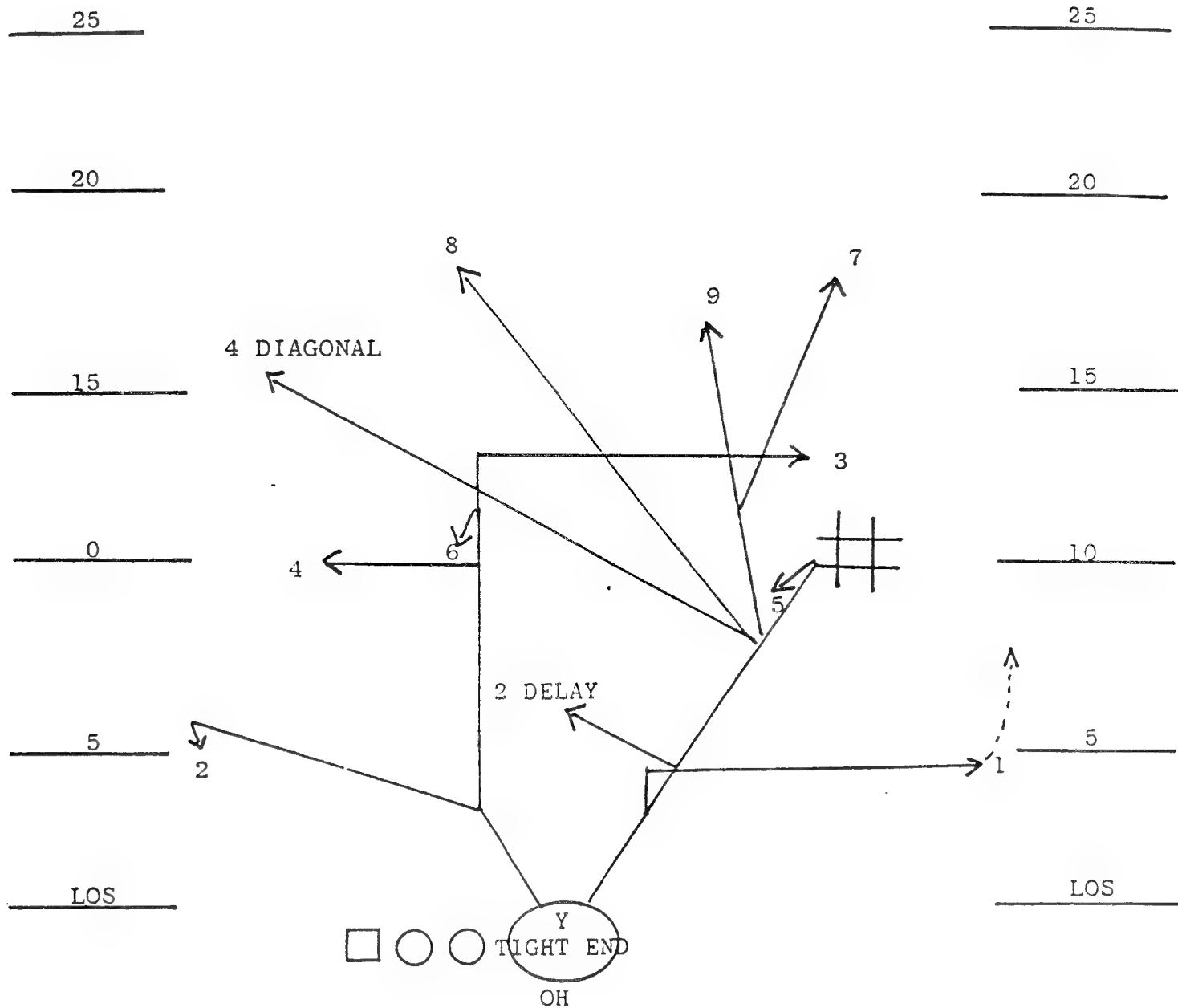
WIDE RECEIVER TREE



"X" AND "Z" INDIVIDUAL PATTERNS

1. "ZERO" - A crossing route with receiver at 5-6 yds. depth over the ball - receiver has option to "sit down" vs. Zone.
2. "1 ROUTE" - 6 yard sideline pattern - can round cut at 5 yards. Do not drift downfield after break - run parallel to L.O.S.
3. "2 ROUTE" - 6 yard cut to inside at 45 degree angle. Be 95% on break to be able to adjust to ball and defense.
4. "3 ROUTE" - 10-12 yard sideline cut - a rhythm timed pattern quick break. Get head around quick. Flat break parallel to L.O.S.
5. "4" ROUTE" - 15 to 18 yard square in - run hard off of cut into throwing lanes.
6. "5" ROUTE" - Depth will be 18 yards force defensive man to turn by running him down inside before your break. Give inside move, plant off of inside foot and come back 3 to 4 yards toward sideline.
7. "6 ROUTE" - Basic 15 yard pattern. Try to turn and/or get defensive man out of his back pedal. Plant the outside foot and turn low coming back 3 yards to the QB. If a linebacker is in the throwing lane as you are working back to the QB, then you can slide laterally to open up throwing lane.
8. "7 ROUTE" - Run good post. Cut at 10 yards, 3 to 5 steps inside, then plant inside foot. Cut 45 degree angle to the outside. Look over outside shoulder.
9. "8 ROUTE" - 10-12 yard post move to inside at 45 degree angle.
10. "9" ROUTE" - Streak. Drive at the inside shoulder of corner at 10 to 12 yards. You can use a change of pace or if you are on top of him, run by him. Stay to the outside looking over inside shoulder. Do not drift inside.
11. "FADE" - Used on OUT cuts when defensive DB rotates toward you - avoid jam, trying to clear outside and run a take off after you clear DB. Look over inside shoulder staying to the outside.
12. "FLAG" - 5 yards upfield, 3 steps inside, then break out. May have to flatten pattern if defense man plays loose.
13. "O.S." - Quick outside move. Run upfield staying outside. QB will push you slightly to the outside. Look quick over your inside shoulder.
14. 3 "GO" - Run 10 yard out cut and run 3 steps outside. Plant off outside foot and run take off. Stay outside looking over inside shoulder.
15. 6 "GO" - Run 12 to 14 yards - you can use either a 360 degree move or use slow curl move and take off.
16. RUN AWAY - May be used with 3 or Middle 4 route vs press or inside technique.

TIGHT END TREE



Y

1. 1 ROUTE: Outside release, basic depth of break is 4 yards (3 steps). Be 6 yards deep at sideline.
2. 2 ROUTE: Inside release (possible head and shoulder fake). Run a diagonal pattern. Type of pattern called will dictate adjustments.
3. 3 ROUTE: Inside release - basic depth is 12 yards. Use good jab or stick move.
4. 4 ROUTE: Inside release. Get upfield 12 yards, break at 90° to the inside. Stay on the move.
5. 5 ROUTE: Outside release - basic depth is 10 yards. Hook at inside edge of numbers.
6. 6 ROUTE: Inside release - basic depth is 12 yards. You have freedom of approach and move. You must find open area and come back to ball.
7. 7 ROUTE: Outside release - basic depth is 12 yards. Good fake to Post, then break to deep outside area. Ball caught over outside shoulder.
8. 8 ROUTE: Release depends on the pattern - basic depth of break is 12 yards. Good fake to outside stick or jab, break deep to inside. Possible adjustment to coverage.
9. 9 ROUTE: Outside release. Look for short arch pass over inside shoulder into zone dead spot.
10. "GO": A deep route off any primary route.

MAX SERIES

THE MAX SERIES IS A MAXIMUM PROTECTION SERIES INVOLVING 3 RECEIVERS. MAX REALLY MEANS BOTH BACKS STAY IN FOR PROTECTION PURPOSES. THE LINE BLOCKS BASE, SETTING FOR A 7 STEP DROP, WHILE THE RB'S CHECK THE LINEBACKERS, THEN HELP CLEAN UP. THE MAX SERIES IS NOT A COMPLETE SERIES, BUT IT DOES GIVE US THE FLEXIBILITY TO KEEP BOTH BACKS IN AND THROW WHEN WE ARE HAVING PROTECTION PROBLEMS.



Y	PATTERN
ONside TACKLE :	BASE BLOC D.E.
ONside GUARD :	COVERED, BASE BLOC D.T.-UNCOVERED, BLOC LB
CENTER :	COVERED, BLOC NOSE - UNCOVERED, AREA BLOC MAC WITH GUARDS
OFFside GUARD :	COVERED, BASE BLOC D.T. - UNCOVERED, BLOC LB
OFFside TACKLE :	BASE BLOC D.E.
A BACK :	S.P.U. WILL N/T HELP OT ON DE, OR BY GAME PLAN
B BACK :	S.P.U. STUB N/T HELP OT ON DE OR BY GAME PLAN

COACHING POINTS

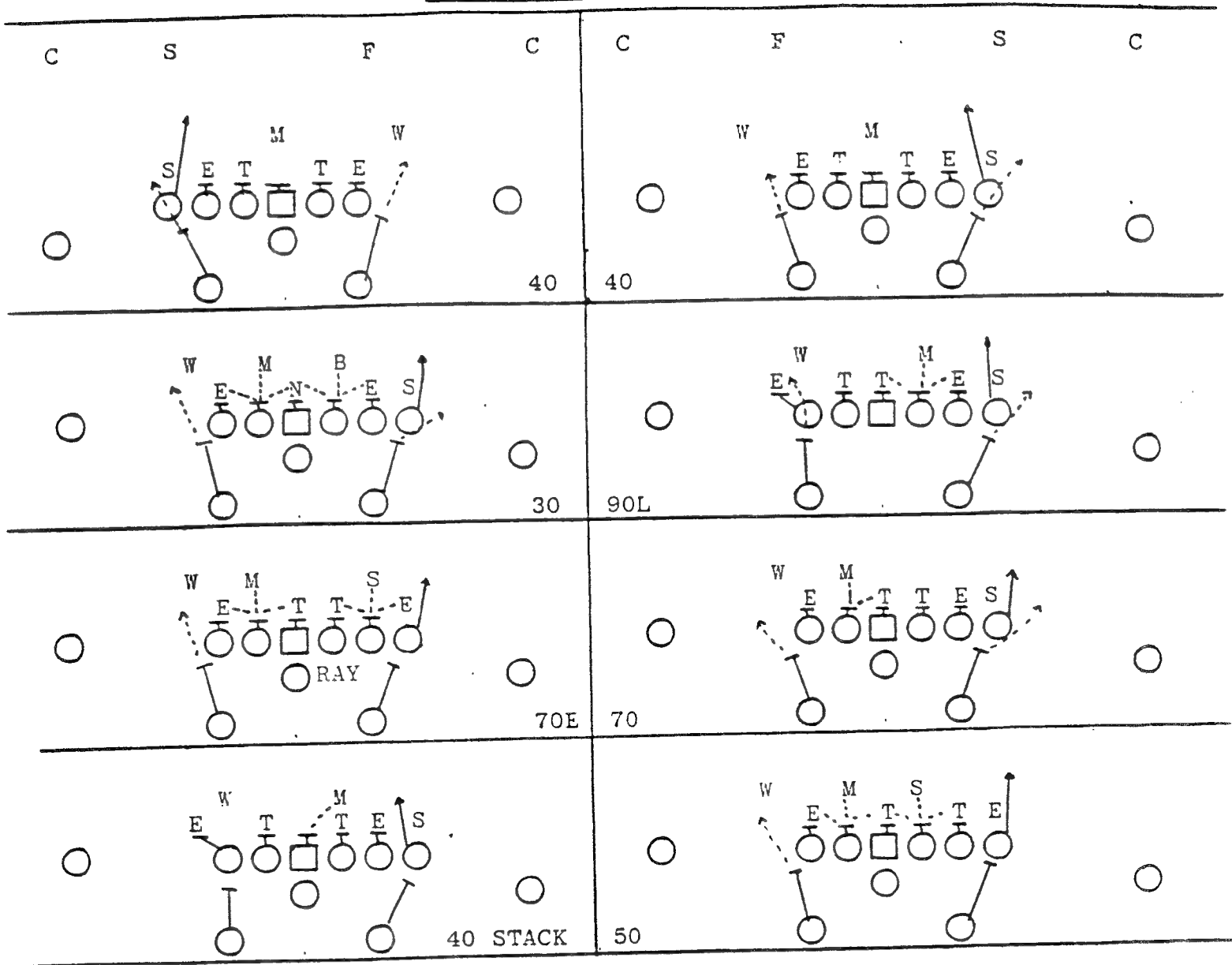
Y	PATTERN
ONside TACKLE Y SIDE	BASE BLOC D.E. - POSSIBLE HELP FROM OUTSIDE BY BACK. YOU ARE ALONE WHEN OLB IS ALIGNED INSIDE D.E. BUBBLE YOUR SIDE, BE READY TO HANDLE INSIDE RUSH BY D.E. M/M.
ONside GUARD	BASE BLOC D.T. - VS 40 EXPECT HELP FROM OCN, AREA MIDDLE STUNTS VS. 40 STACK, LU OR RAY, CALL YOUR SIDE, WORK WITH OCN ON STACK LU OR RAY AWAY YOUR SIDE PUTS YOU M/M ON D.T. BUBBLE ON YOU, LOU OR RAY YOUR SIDE, CHECK LB TO HELP WITH OCN - 30 DEF, LOU OR RAY CALL AWAY FROM YOUR SIDE, CHECK LB TO HELP BACK ON OLB, NO HELP NEEDED, HELP O.TT.
CENTER	VS 40, AREA BLOC MIDDLE WITH GUARDS - 40 STACK, MAKE LOU OR RAY CALL TO STACK SIDE & WORK WITH THAT GUARD - VS 90 & 70 DEF, YOUR BUBBLE GUARD BECOMES LOU OR RAY & WILL AREA BLOC NOSE & MAC WITH YOU. VS 30, YOU WILL ESTABLISH THE LOU & RAY CALL TO HELP OUR H.B. - OVER PLAY NOSE AWAY FROM CALL, YOU HAVE HIM M/M IF HE GOES AWAY.
FFSIDE GUARD	VS. 40 EXPECT HELP FROM OCN, AREA MIDDLE STUNTS - VS 40 stack, LU OR RAY CALL YOUR SIDE, WORK WITH OCN ON STACK - LU OR RAY AWAY YOUR SIDE PUTS YOU M/M ON D.T. BUBBLE ON YOU, LOU OR RAY YOUR SIDE, CHECK LB TO HELP WITH OCN - 30 DEF, LOU OR RAY YOUR SIDE, CHECK LB TO HELP OCN.
OFFSIDE TACKLE OPEN SIDE	BASE BLOC DE - POSSIBLE HELP FROM OUTSIDE BY BACK. BUBBLE YOUR SIDE, BE ALERT TO HANDLE INSIDE RUSH BY D.E. M/M.
QUARTER BACK	
B BACK	S.P.U. STUB N/T HELP OT ON DE FROM OUTSIDE. VS. EXCHANGE/ STACK OR WHEN CENTER/GUARD YOUR SIDE ARE COVERED HELP INSIDE OUT. ALWAYS ALERT SAFETY BLITZ. M-D-M.
A BACK	S.P.U. WILL N/T HELP OT ON DE FROM OUTSIDE. VS 90 FRONT OR UNDER SHIFT ALERT TO HELP INSIDE OUT. ALWAYS ALERT FOR SAFETY BLITZ. M.D.M.

QUICK SERIES

THE QUICK SERIES IS OUR SHORT RANGE TIMED PASSING GAME IN WHICH THE TERM QUICK DEFINES ALL RESPONSIBILITIES. THE LINE SET AGGRESSIVELY, BLOCKING BASE ASSIGNMENTS. THE QB TAKES A 3 STEP DROP, THROWING WITH A TIMING FACTOR OF 1.3 TO 1.6. THE BASIC ROUTES USED IN THE QUICK SERIES ARE THE 1 ROUTE (6 YARD QUICK OUT), THE 2 ROUTE (6 YARD SLANT) AND IN THE GOAL LINE THE QUICK FADE. BOTH RB'S HAVE AGGRESSIVE S.P.U. ASSIGNMENTS ON THE TWO OUTSIDE LINEBACKERS, THEN ENTER THE PATTERN.

QUICK CAN BE COMBINED WITH OTHER PASSING SERIES AS A SECONDARY CALL THAT WOULD ALERT EVERYONE TO USE QUICK TECHNIQUES WITHIN THE FRAMEWORK OF THE PRIMARY SERIES CALLED. EXAMPLE: FLOOD-QUICK 202 FLAT. IT AMOUNTS TO A WEAK FLOOD QUICK PASS.

QUICK PROTECTION



BLOCKING RULES

Y

ON-SIDE TACKLE : BASE BLOC D.E.

ON-SIDE GUARD : COVERED, BASE BLOC D.T.-UNCOVERED, BASE BLOC LB TO HELP OCN OR OTT

CENTER : COVERED, BASE BLOC NOSE - UNCOVERED, BASE BLOC MAC

OFFSIDE GUARD : COVERED, BASE BLOC D.T. - UNCOVERED, BASE BLOC LB TO HELP OCN OR OTT

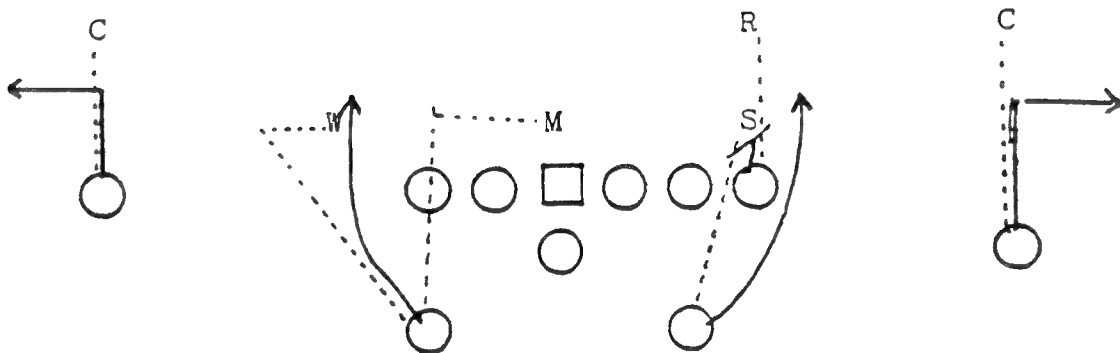
OFFSIDE TACKLE : BASE BLOC D.E.

A BACK : S.P.U. = WILL TO FRANK, DRIVE FOR INSIDE LEG & CHOP PATTERN

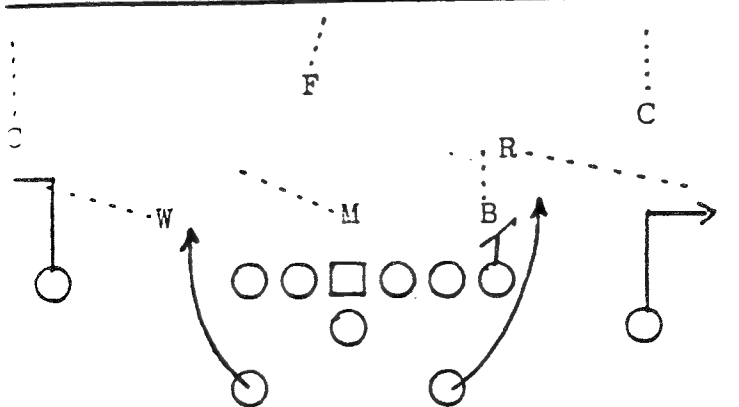
B BACK : S.P.U. = STUB TO ROVER DRIVE FOR INSIDE LEG & CHOP = PATTERN
KNOW IF Y IS ON A ROUTE, OR IF HE IS ON A "OH" BLOCK.

COACHING POINTS

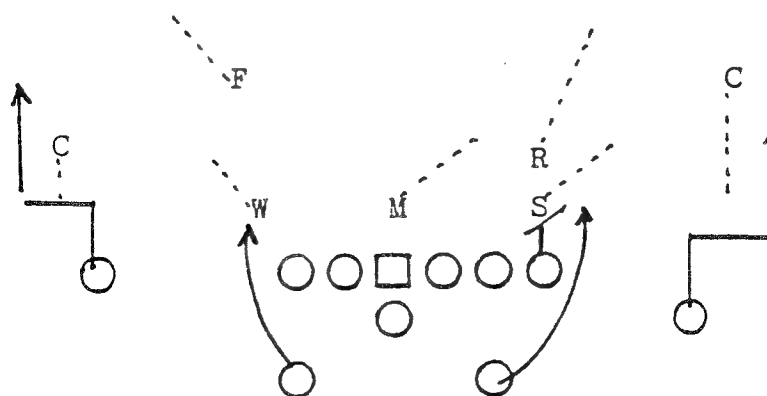
Y	PATTERN
ON-SIDE TACKLE Y SIDE	BASE BLOC MAN ON - UNCOVERED, CHECK LB TO HELP OUTSIDE (CP) TAKE ON RUSHER QUICKLY & TOUGH AFTER A QUICK READ SET. DO NOT BE DRIVEN BACK. KEEP MAN ON L.O.S., USE YOUR LEGS TO DRIVE HIM BACK - MAN WIDE, ATTACK FROM INSIDE-OUT ANGLE, GET HANDS ON HIM & DRIVE HIM OUT, SMOTHER HIM - MOST STUNTS WILL BE ZONED BECAUSE OF QUICK TAKE ON - KEEPS HIS HANDS DOWN!!
ON-SIDE GUARD	BASE BLOC MAN ON - UNCOVERED, CHECK LB TO HELP OCN OR OTT (CP) TAKE ON RUSHER QUICKLY & TOUGH AFTER A QUICK READ SET. DO NOT BE DRIVEN BACK, KEEP MAN ON L.O.S., USE YOUR LEGS TO DRIVE HIM BACK - OCN IS WAITING TO HELP YOU INSIDE - ZONE THE LINE STUNTS & DOGS BY MAC - QB IS ONLY 3 YDS BEHIND YOU - DON'T EVER FORGET THAT - KEEP HIS HANDS DOWN!!
CENTER	BASE BLOC NOSE - UNCOVERED, CHECK MAC THEN DROP A LITTLE TO HELP YOUR GUARDS - NOSE MAN WILL BE TAKEN ON AFTER QUICK READ SET, KNOW WHERE YOUR FREE GUARD IS - SAME AS OTT & OGD, YOU CAN NOT BE DRIVEN BACK, THE QB IS 3 YDS DIRECTLY BEHIND YOU - OCN & GUARDS WILL ZONE THE STUNTS & MAC DOGS - KEEP HIS HANDS DOWN!!
OFFSIDE GUARD	BASE BLOC MAN ON - UNCOVERED, CHECK LB TO HELP OCN OR OTT (CP) TAKE ON RUSHER QUICKLY & TOUGH AFTER A QUICK READ SET. DO NOT BE DRIVEN BACK. KEEP MAN ON L.O.S., USE YOUR LEGS TO DRIVE HIM BACK. OCN IS WAITING TO HELP YOU INSIDE - ZONE THE LINE STUNTS & DOGS BY MAC - QB IS ONLY 3 YDS BEHIND YOU - DON'T EVER FORGET THAT - KEEP HIS HANDS DOWN!!
OFFSIDE TACKLE OPEN SIDE	BASE BLOC MAN ON - UNCOVERED, CHECK LB TO HELP OUTSIDE (CP) TAKE ON RUSHER QUICKLY & TOUGH AFTER A QUICK READ SET. DO NOT BE DRIVEN BACK, KEEP MAN ON L.O.S., USE YOUR LEGS TO DRIVE HIM BACK - MAN WIDE, ATTACK FROM INSIDE - OUT ANGLE, GET HANDS ON HIM & DRIVE HIM OUT, SMOTHER HIM - MOST STUNTS WILL BE ZONED BECAUSE OF QUICK TAKE ON - KEEPS HIS HANDS DOWN!!
QUARTER BACK	
B BACK	S.P.U. AGGRESSIVE, STUB TO ROVER, DRIVE FOR INSIDE LEG CHOP. TO KEEP HANDS DOWN, IF STUB DROPS RUN CIRCLE, IF STUB BUZZES TO OUTSIDE, WIDEN CIRCLE ROUTE, CHECKS FOR BALL OVER INSIDE SHOULDER VS TE COVERED BY D LINEMAN, YOUR ASSIGNMENT WILL BE BY GAME PLAN.
A BACK	S.P.U. AGGRESSIVE, WILL TO FRANK, DRIVE FOR INSIDE LEG CHOP, TO GET HANDS DOWN. IF WILL DROPS RUN CIRCLE, IF WILL BUZZES TO OUTSIDE YOU SHOULD WIDEN CIRCLE ROUTE, LOOK FOR BALL OVER INSIDE SHOULDER.



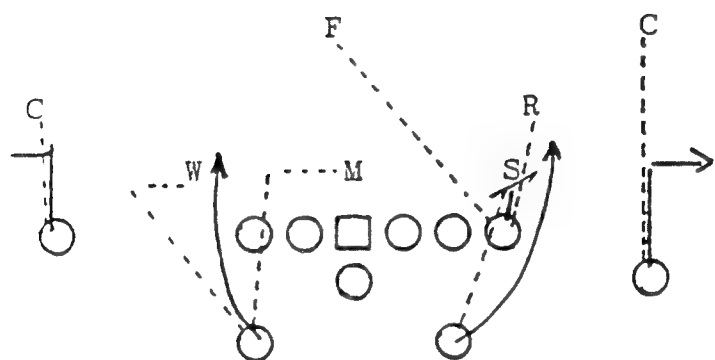
COVER 8 FREE



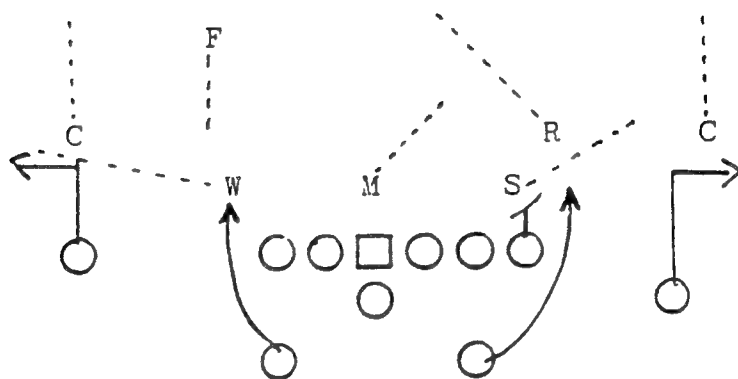
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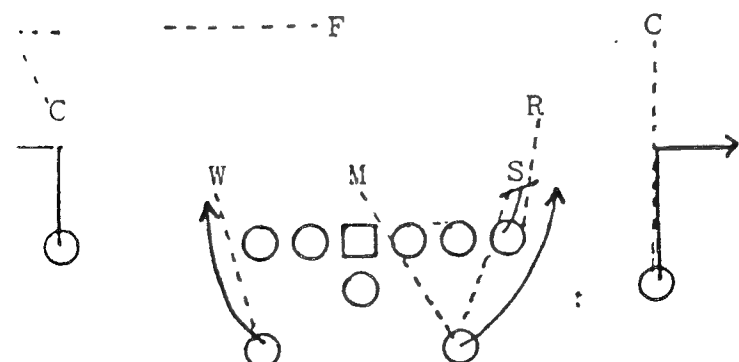
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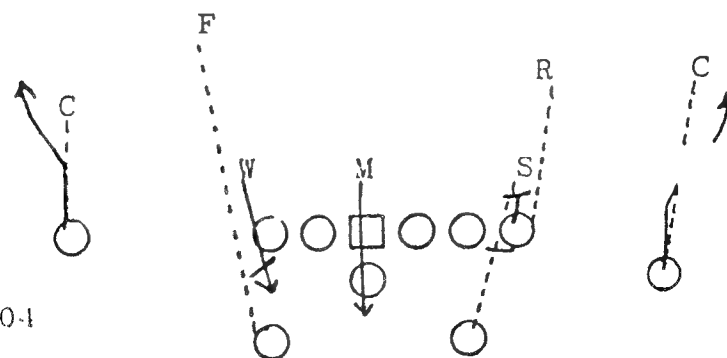
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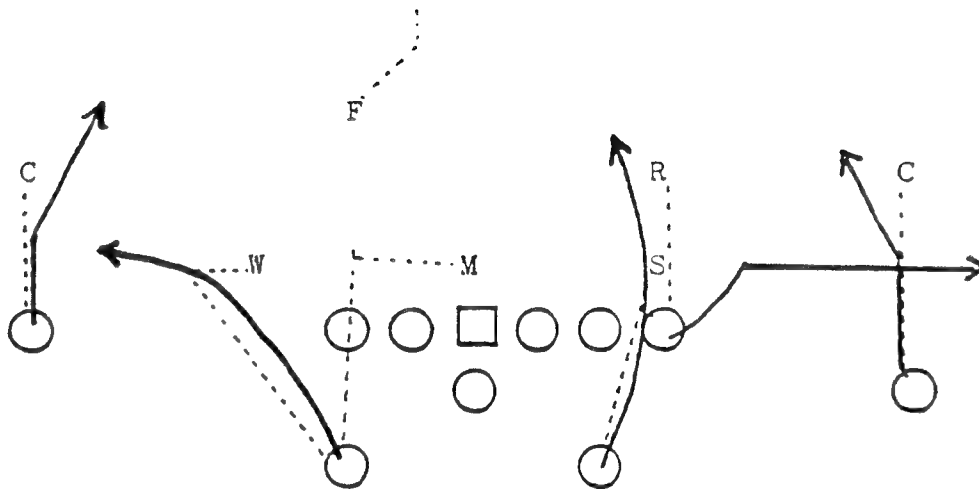


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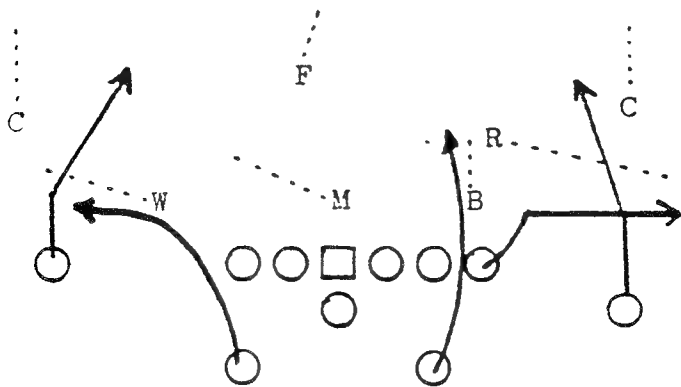


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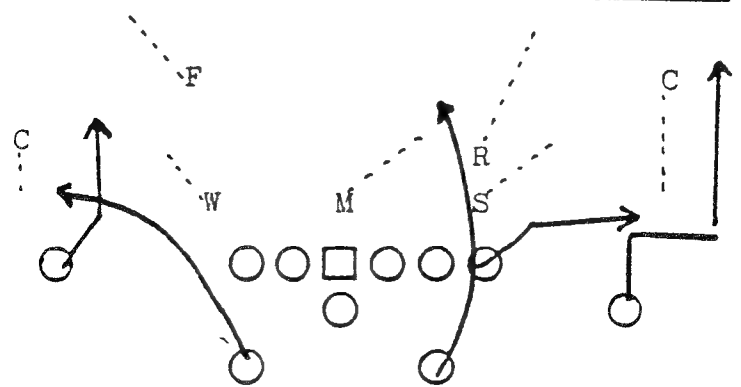




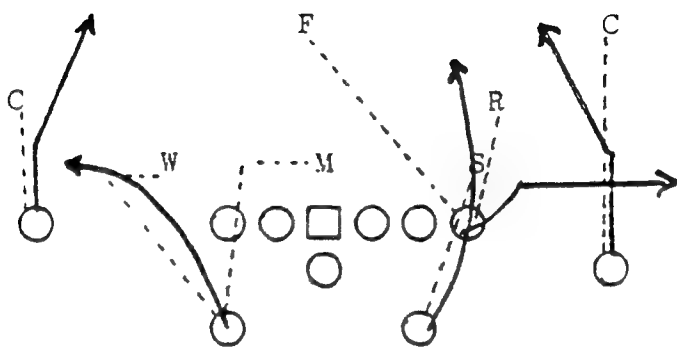
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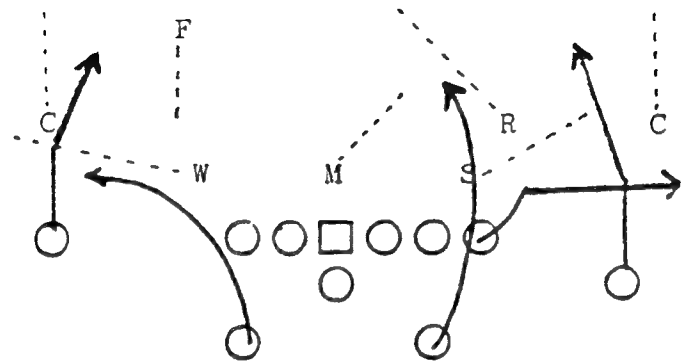
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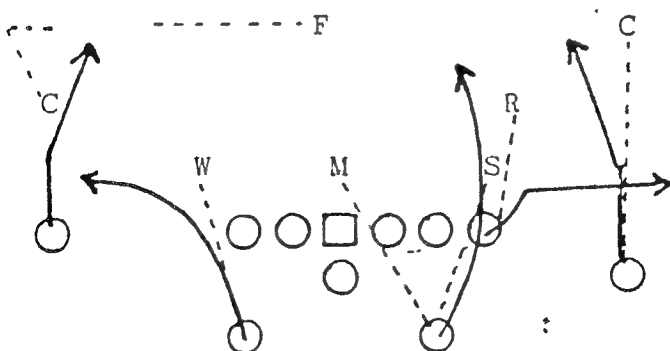
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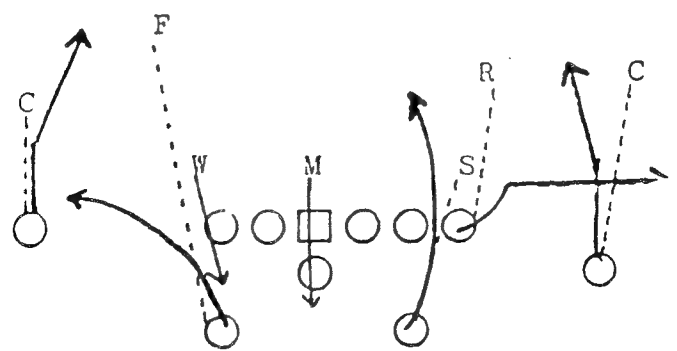
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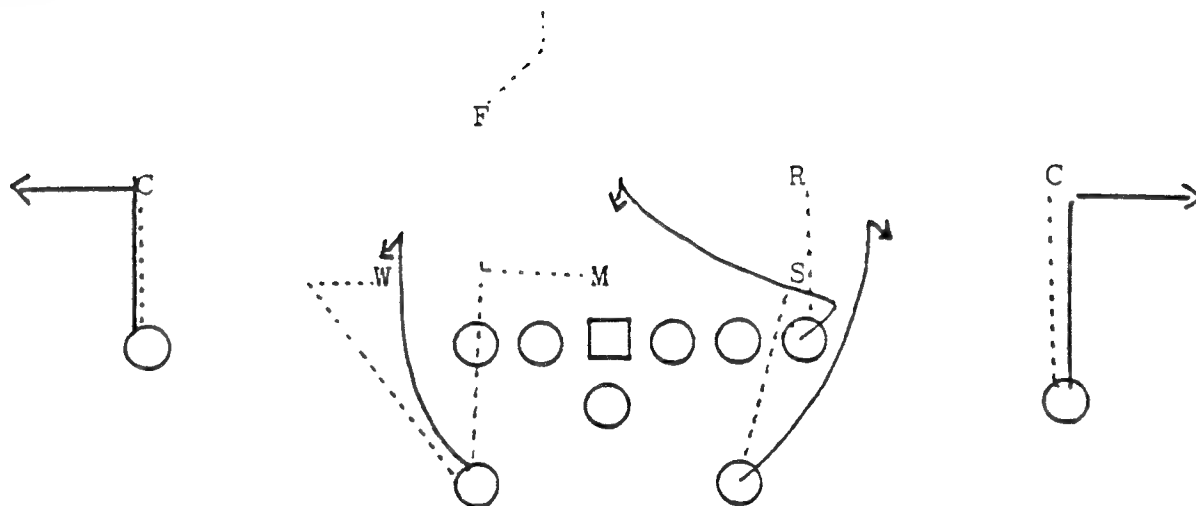
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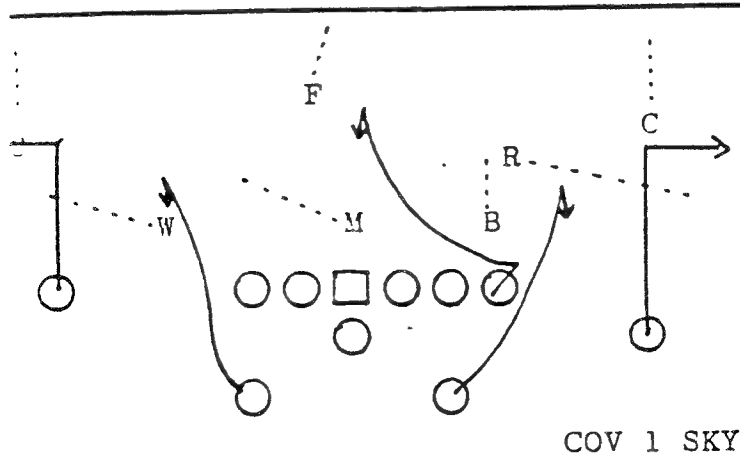
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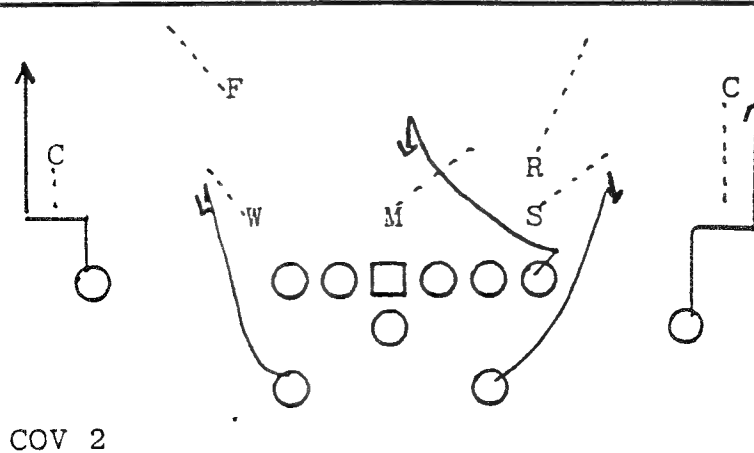
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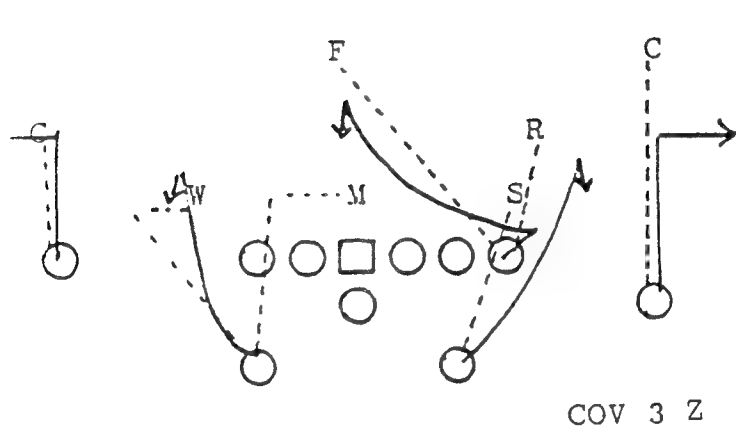
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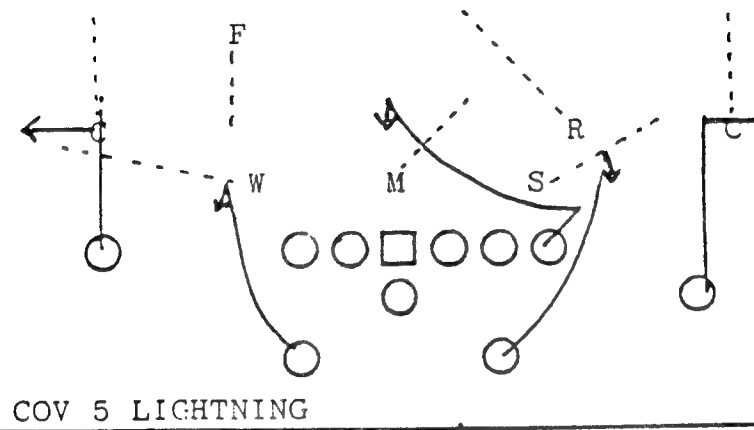
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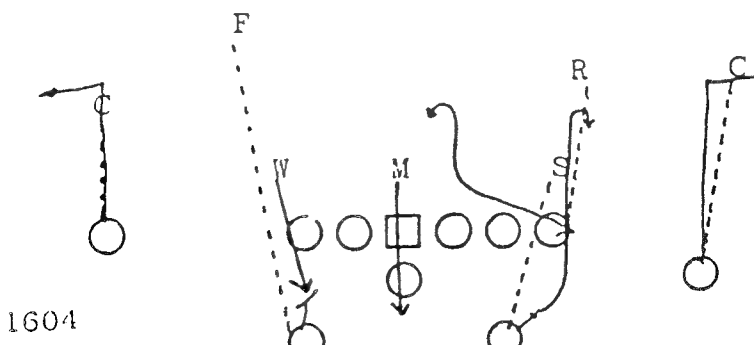
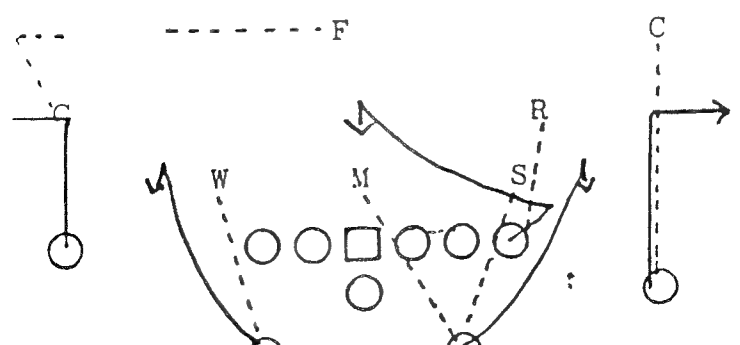
COVER 2



COVER 3 Z



COVER 5 LIGHTNING



COACHING POINTS

SERIES & PROTECTION QUICK PATTERN 212 FLARE CONTROL A ARROW-UP
QUARTERBACK THINK STRONGSIDE

P.S.L. SAFETIES READ MAC TO ROVER DROP 3 STEPS

PROGRESSION TE TO Z - COVER 4 COULD PUT YOU WEAKSIDE.

1. IF THE Y IS OPEN EARLY - TAKE HIM
- C.P.s: 2. WHEN GOING TO Z, BE ALERT FOR ROVER IN COVERAGE.
3. Z WILL FADE VS CLOUD - GET THE BALL TO HIM QUICKLY.
4. IF THE CORNER HANGS ON Z ON CLOUD - GET BALL TO Y.
5. GOOD ROUTE VS ROVER BLITZ.

REC. ADJs Vs CLOUD X BURST Y NONE Z FADE :Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U WILL QUICK ROUTE ARROW

1. ATTACK WILL AND GET HIS HANDS DOWN.
- C.P.s: 2. IT IS BETTER TO BE TOO SHALLOW THAN TOO DEEP ON AN ARROW WITH 2.
3. IF WILL DROPS, WIDEN THE AREA AND BE ALERT FOR THE BALL.
4. WHEN YOU GET CLOSE TO THE SIDELINE, TURN UP & GO.

FULLBACK

Protection S.P.U STUB QUICK ROUTE UP RELEASE INSIDE

1. ATTACK STUB AND GET HIS HANDS DOWN.
- C.P.s: 2. IF STUB DROPS, WIDEN THE AREA AND BE ALERT FOR THE BALL.
3. IF MAC MOVES AWAY FROM YOU, AND YOU GET INSIDE OF STUB, YOU HAVE AN EXCELLENT CHANCE TO GET THE BALL.

X

SPLIT WIDE ROUTE 2 RELEASE STRAIGHT ADJ. Vs. CLOUD BURST

1. PUSH DEFENDER TO YOUR OUTSIDE AND GET TO B.P. AT 6 YDS DEEP.
- C.P.s: 2. DON'T COME BACK FOR THE BALL TOO FLAT.
3. DON'T SLOW DOWN ON BREAK, LET QB PULL YOU INTO THE HOLE.

Y

SPLIT NORMAL ROUTE QUICK L RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

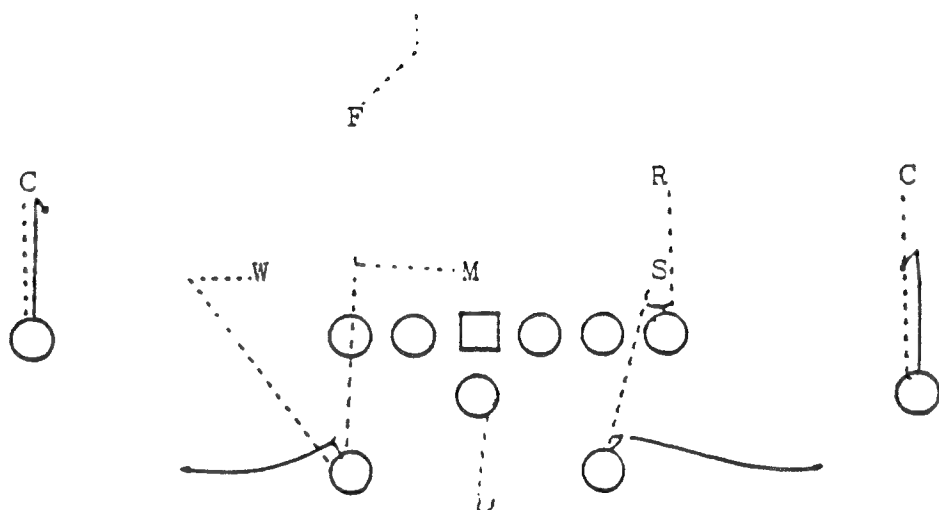
ADJ. Vs. COV. 2: NONE

1. MAKE A SLIGHT UPFIELD MOVE AND BREAK OUT AT AN ANGLE.
- C.P.s: 2. WIDEN AREA AS QUICKLY AS POSSIBLE AND BE ALERT FOR THE BALL.
3. WHEN YOU CROSS THE NUMBERS, TURN IT INTO A GO.

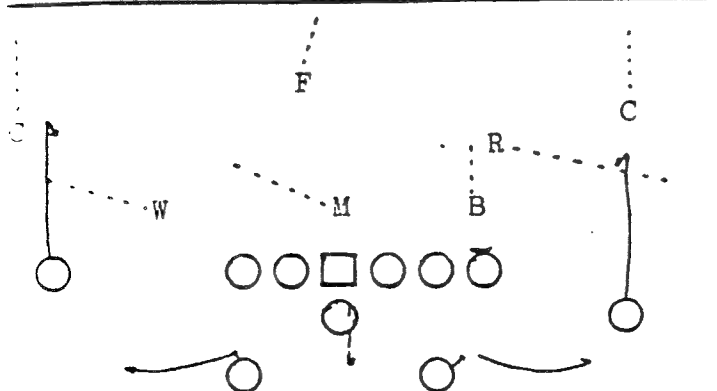
Z

SPLIT WIDE ROUTE 2 RELEASE STRAIGHT ADJ. Vs. CLOUD FADE

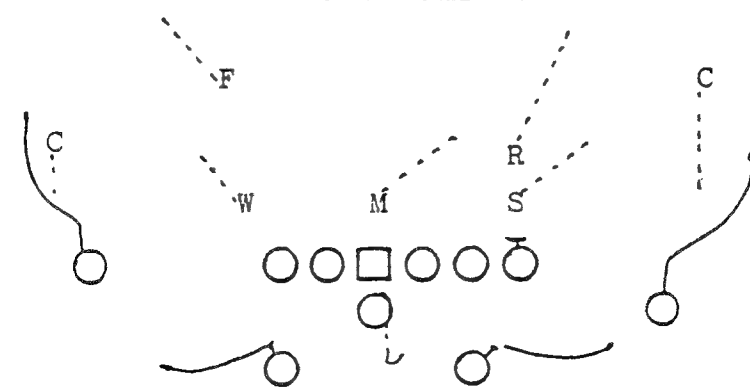
1. PUSH DEFENDER OUTSIDE AND GET TO YOUR B.P. AT 6 YDS.
- C.P.s: 2. BREAK AT A 45° - BE ALERT FOR ROVER. DON'T SLOW DOWN.
3. BE READY TO FADE VS CORNER FORCE.



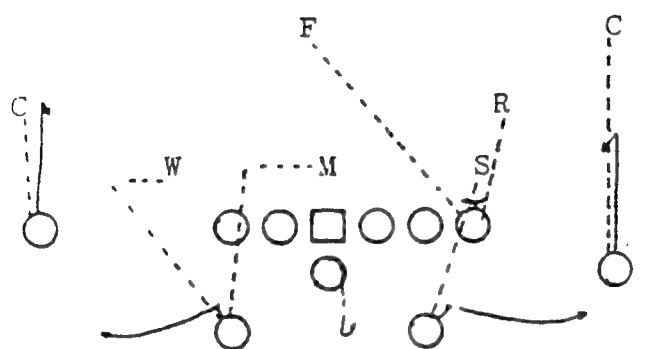
COVER 4 FREE



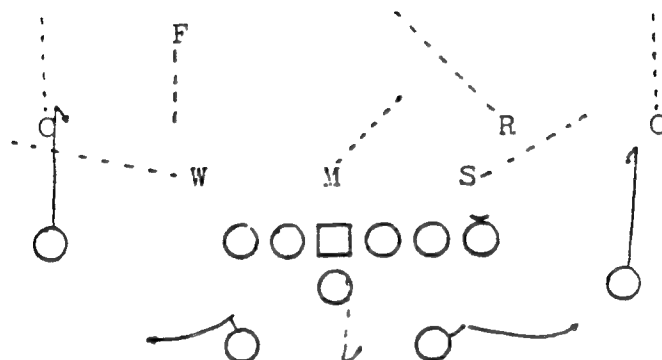
COV 1 SKY



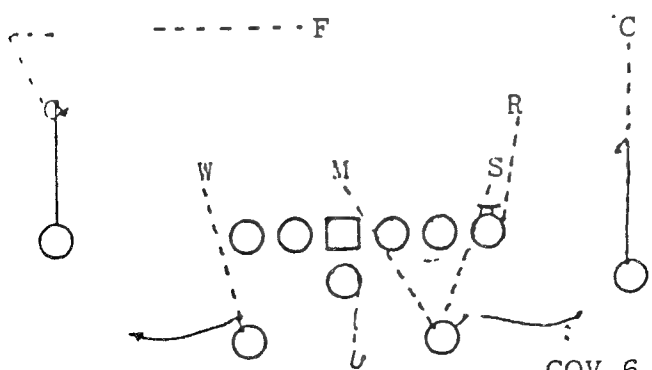
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COV 3 Z



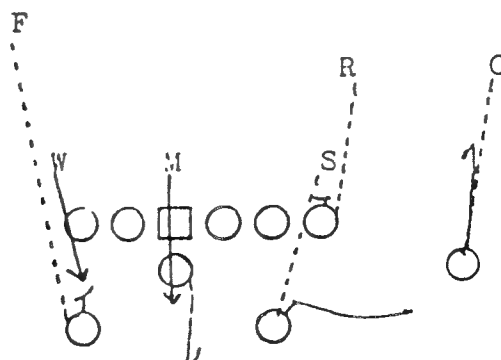
COV 5 LIGHTNING



COV 6

1508

COV 9



COACHING POINTS

SERIES & PROTECTION QUICK PATTERN 606 FLARE CONTROL BASE

QUARTERBACK READ ALIGNMENT OF WILL AND ROVER.

P.S.L. SAFETIES & WILL READ CORNERS DROP 3 STEPS

PROGRESSION WEAK X TO A; STRONG Z TO B

- C.P.s: 1. GET THE BALL TO YOUR RECEIVER AS QUICKLY AS POSSIBLE.
2. VS CLOUD OR CLOSE COVERAGE THE QUICK 6 ROUTE CONVERTS TO FADE.
3. IN MOST FORMATION YOU WILL HAVE A MAN TO GET YOU OUT OF TROUBLE VS CLOUD FORCE.

REC. ADJs Vs CLOUD X FADE Y OH Z FADE :Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL QUICK ROUTE BASE

- C.P.s: 1. CHECK WILL ON THE MOVE.

FULLBACK

Protection N.S.P.U. ROUTE BASE RELEASE OUTSIDE

C.P.s:

X

SPLIT WIDE ROUTE QK-6 RELEASE STRAIGHT ADJ. Vs. CLOUD FADE

- C.P.s: 1. B.P. 6 YDS. DEEP.
2. GET YOUR HEAD & BODY AROUND QUICKLY.
3. BE ALERT FOR CLOUD FORCE.

Y

SPLIT NORMAL ROUTE NONE RELEASE NONE ADJ. Vs. CLOUD NONE

ADJ. Vs. COV. 2: NONE

- C.P.s: 1. OH BLOCK.

Z

SPLIT WIDE ROUTE 6 RELEASE STRAIGHT ADJ. Vs. CLOUD FADE

- C.P.s: 1. B.P. 6 YDS. DEEP.
2. GET YOUR HEAD & BODY AROUND QUICKLY.
3. BE ALERT FOR CLOUD FORCE.

FIRM SERIES

THE FIRM SERIES IS OUR MEDIUM RANGE TIMED PASSING GAME. FIRM TELLS THE LINE TO BLOCK BASE AND SET SHORT BECAUSE THE QB IS TAKING A 5 STEP DROP. BOTH RB'S HAVE S.P.U. ON THE OUTSIDE LB'ERS BEFORE ENTERING THE PATTERN. WIDE RECEIVERS ADJUST THEIR ROUTES TO 12 YARD BREAKING POINTS TO COORDINATE WITH THE FIVE STEP DROP.

FIRM CAN BE COMBINED WITH OTHER PASSING SERIES AS A SECONDARY CALL THAT WOULD ALERT EVERYONE TO USE FIRM TECHNIQUES WITHIN THE FRAMEWORK OF THE PRIMARY SERIES CALLED. EXAMPLE: R-FIRM-468 FLAT. IT AMOUNTS TO A WEAKSIDE PATTERN READ WITH FIRM TECHNIQUES BEING USED.

FIRM PROTECTION

<p>C S F C</p> <p>40</p>	<p>C F S C</p> <p>40</p>
<p>30</p>	<p>90L</p>
<p>70E</p>	<p>70</p>
<p>40 STACK</p>	<p>50</p>

BLOCKING RULES

Y	PATTERN
ON-SIDE TACKLE :	BASE BLOC D.E.
ON-SIDE GUARD :	COVERED, BASE BLOC D.T. - UNCOVERED, BLOC LB
CENTER :	COVERED, BLOC NOSE - UNCOVERED, AREA BLOCK MAC WITH GUARDS.
OFF-SIDE GUARD :	COVERED, BASE BLOC D.T. - UNCOVERED, BLOC LB.
OFF-SIDE TACKLE :	BASE BLOC D.E.
A BACK :	S.P.U. M-D-M WILL FRANK PATTERN.
B BACK :	S.P.U. M-D-M STUB ROVER PATTERN.

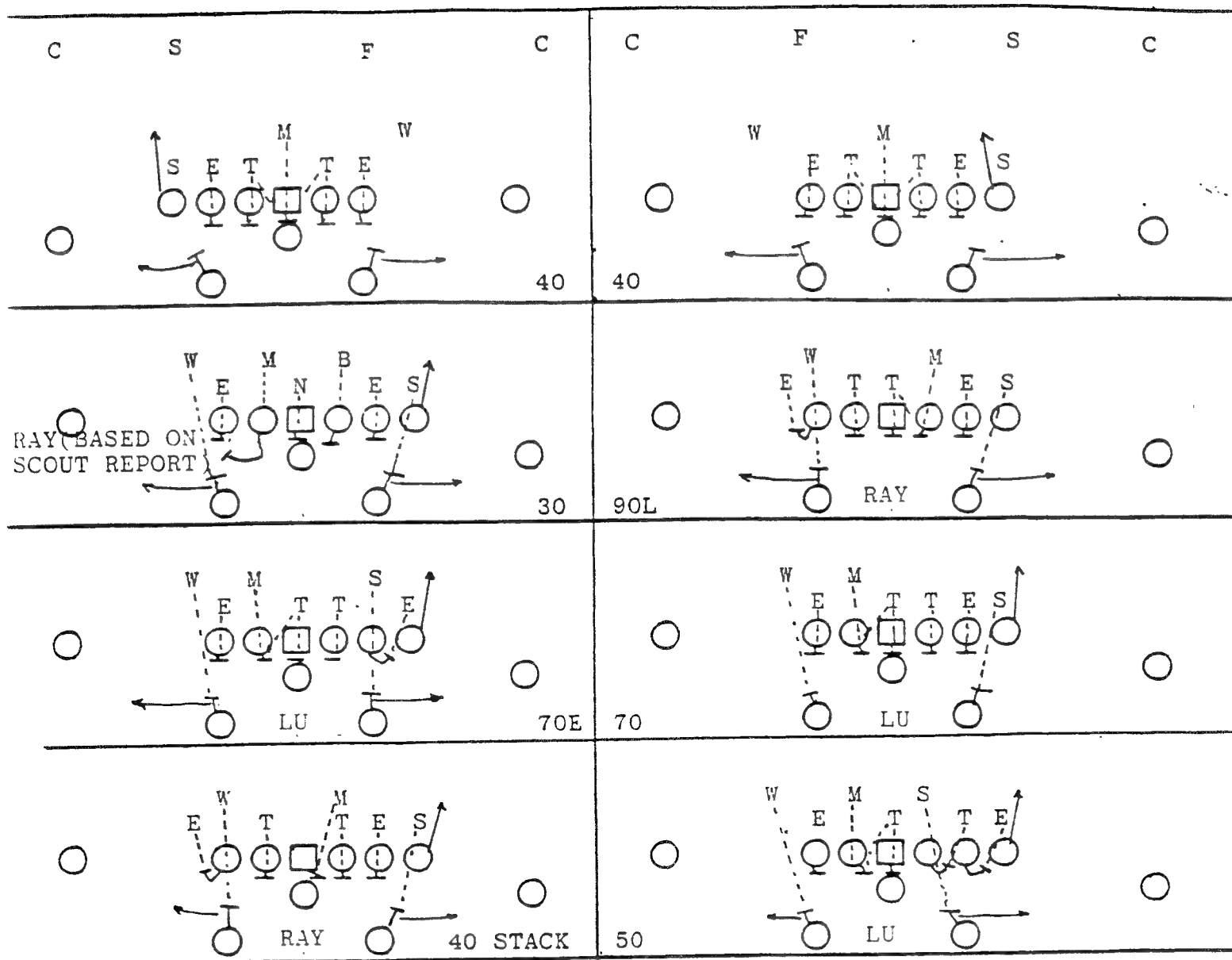
COACHING POINTS

Y	PATTERN
ON-SIDE TACKLE Y SIDE	BASE BLOC DE ALONE - SINCE QB IS SETTING UP AT 7 YDS DEPTH YOU MUST BE ALERT TO SHUT OFF AN INSIDE RUSH QUICKLY & FIRMLY - OUTSIDE, UPFIELD RUSH BE ALERT TO RUN HIM BY & NOT TO GET DRIVEN BACK INTO QB'S LAP. YOUR DROP WILL BE SLIGHTLY SHORTER THAN FLARE, YOUR CONTACT WILL BE QUICKER & TOUGHER.
ON-SIDE GUARD	BASE BLOC D.T. - VS 40 EXPECT HELP FROM OCN, AREA MIDDLE STUNTS - VS 40 STACK. LU OR RAY CALL YOUR SIDE, WORK WITH OCN ON STACK - LU OR RAY AWAY YOUR SIDE PUTS YOU M/M ON D.T. BUBBLE ON YOU, LU OR RAY YOUR SIDE, CHECK LB TO HELP WITH OCN. 30 DEF, LOU OR RAY CALL AWAY FROM YOU, CHECK LB TO HELP BACK ON OLB, NO HELP NEEDED, HELP OTT - GOT TO BLOCK TOUGH IN MIDDLE, CAN'T BACK UP MUCH
CENTER	VS 40, AREA BLOC MIDDLE WITH GUARDS - VS 40 STACK, MAKE LU OR RAY CALL TO STACK SIDE & WORK WITH THAT GUARD - VS 90 & 70 DEF. YOUR BUBBLE GUARD BECOMES LOU OR RAY & WILL AREA BLOC NOSE & MAC WITH YOU. VS 30 DEF, YOU WILL ESTABLISH THE LOU OR RAY TO HELP OUR H.B. OVER PLAY NOSE AWAY FROM CALL, YOU HAVE HIM M/M IF HE GOES AWAY - GOT TO BLOCK TOUGH IN MIDDLE, CAN'T BACK UP MUCH.
OFFSIDE GUARD	BASE BLOC D.T. - VS 40. EXPECT HELP FROM OCN, AREA MIDDLE STUNTS VS. 40 STACK, LU OR RAY CALL YOUR SIDE, WORK WITH OCN ON STACK LU OR RAY AWAY YOUR SIDE PUTS YOU M/M ON D.T. BUBBLE ON YOU, LU OR RAY YOUR SIDE, CHECK LB TO HELP OCN - 30 DEF, LU OR RAY YOUR SIDE, CHECK LB TO HELP OCN.
OFFSIDE TACKLE OPEN SIDE	BASE BLOC DE ALONE - SINCE QB IS SETTING UP AT 7 YDS DEPTH YOU MUST BE ALERT TO SHUT OFF AN INSIDE RUSH QUICKLY & FIRMLY - OUTSIDE, UPFIELD RUSH BE ALERT TO RUN HIM BY & NOT TO GET DRIVEN BACK INTO QB'S LAP. YOUR DROP WILL BE SLIGHTLY SHORTER THAN FLARE, YOUR CONTACT WILL BE QUICKER & TOUGHER.
QUARTER BACK	
B BACK	S.P.U. M-D-M STUB TO ROVER. N/T RUN PATTERN CALLED, NO PATTERN CALLED RUN BASE ROUTE. ALERT R & L = RIP & LIZ.
A BACK	S.P.U. M-D-M WILL TO FRANK. N/T RUN FIRM PATTERN CALLED NO PATTERN CALLED RUN BASE ROUTE. ALERT R & L = RIP & LIZ.

FLARE SERIES

THE FLARE SERIES IS OUR BASE WAY OF GETTING ALL 5 RECEIVERS INTO A PATTERN. FLARE TELLS THE LINE TO BLOCK BASE, AND SET UP FOR A QB TAKING A 7 STEP DROP. BOTH RB'S HAVE S.P.U. ON THE OUTSIDE LINEBACKER BEFORE ENTERING THE PATTERN. THE RECEIVERS RUN THEIR ROUTES AT THE ORIGINALLY ASSIGNED BREAKING POINTS.

FLARE PROTECTION



BLOCKING RULES

Y PATTERN

ON-SIDE TACKLE : BASE BLOC D.E.

ON-SIDE GUARD : COVERED, BASE BLOC D.T. - UNCOVERED, BLOC L.B.

CENTER : COVERED, BLOC NOSE - UNCOVERED, AREA BLOC MAC WITH GUARDS.

OFFSIDE GUARD : COVERED, BASE BLOC D.T. - UNCOVERED BLOC LB.

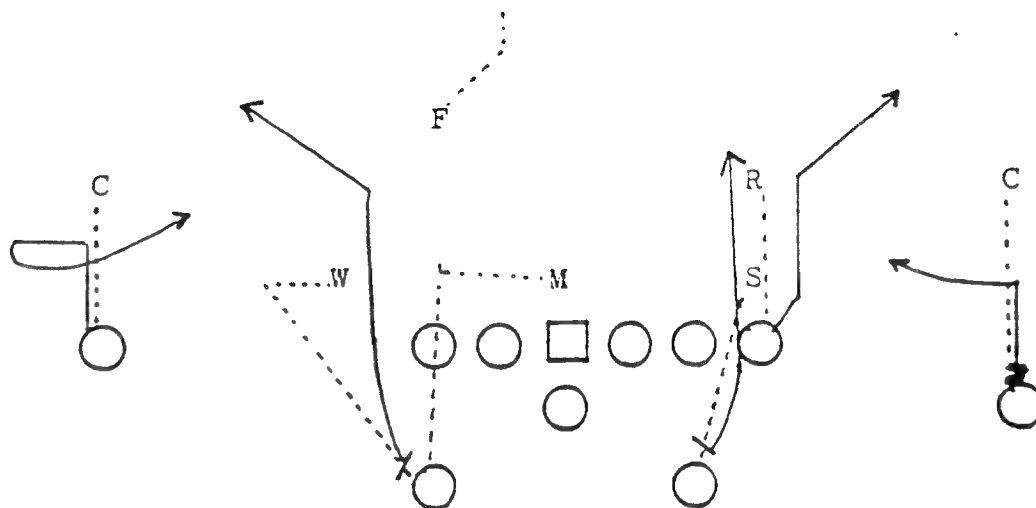
OFFSIDE TACKLE : BASE BLOC D.E.

A BACK : S.P.U. M-D-M WILL TO FRANK. PATTERN

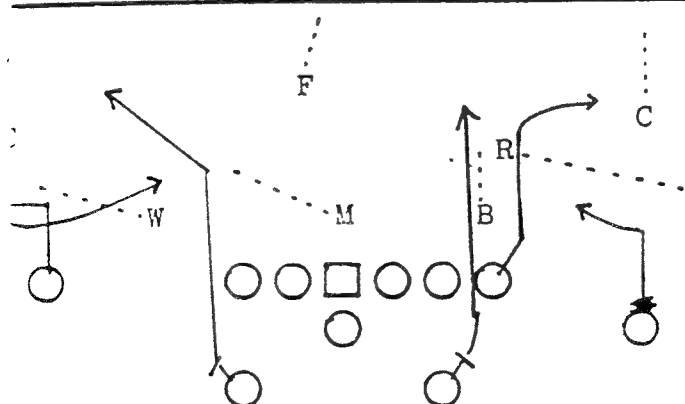
B BACK : S.P.U. M-D-M STUB TO ROVER. PATTERN

COACHING POINTS

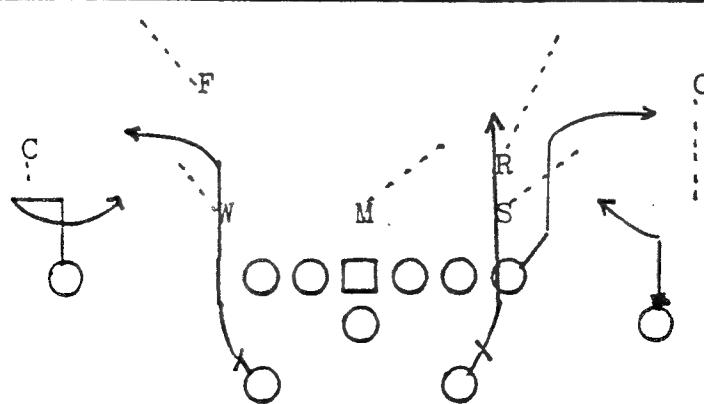
Y	PATTERN
ON-SIDE TACKLE Y SIDE	BASE BLOC D.E. DEEP SET, 9 YDS. BY QB, MAKES YOUR DROP DEEPER & MAKES YOU GET TO AN ALMOST HEADUP POSITION ON D.E., YOU'VE GOT TO KEEP YOUR SHOULDERS PARALLEL TO L.O.S. AS LONG AS POSSIBLE GOT TO KEEP HIM OUT OF "NO MAN'S LAND", DON'T LET HIM BACK DOOR YOU - STUNTS, WILL BE ZONE & M/M DEPENDING ON 1ST PENETRATOR'S PATH - YOU'LL BE READY FOR ANYTHING. BUBBLE TO YOUR INSIDE PUTS YOU M/M ON D.E.: INSIDE OR OUTSIDE MOVES.
ON-SIDE GUARD	BASE BLOC DT VS 40 EXPECT HELP FROM OCN, AREA MIDDLE STUNTS. VS 40 STACK LU OR RAY CALL YOUR SIDE, WORK WITH OCN ON STACK. LU OR RAY AWAY YOUR SIDE PUTS YOU M/M ON D.T. - BUBBLE ON YOU, LU OR RAY YOUR SIDE, CHECK LB TO HELP WITH OCN - 30 DEF, LOU OR RAY CALL AWAY FROM YOU, CHECK LB TO HELP BACK ON OLB, NO HELP NEEDED, HELP OTT.
CENTER	VS. 40, AREA BLOC MIDDLE WITH GUARDS - VS 40 STACK, MAKE LU OR RAY CALL TO STACK SIDE, WORK WITH THAT GUARD:VS 90 & 70 DEFENSE YOUR BUBBLE GUARD BECOMES LU OR RAY & WILL AREA BLOC NOSE & MAC WITH YOU - VS 30 DEF, YOU WILL ESTABLISH THE LU OR RAY TO HELP OUR HB. OVERPLAY NOSE AWAY FROM CALL, YOU HAVE HIM M/M IF HE GOES AWAY, LOOK FOR BUCK IF NOSE GOES TO CALL.
OFFSIDE GUARD	BASE BLOC D.T. - VS 40 EXPECT HELP FROM OCN, AREA MIDDLE STUNTS, VS. 40 STACK, LU OR RAY CALL YOUR SIDE, WORK WITH OCN ON STACK- LU OR RAY AWAY YOUR SIDE PUTS YOU M/M ON D.T. - BUBBLE ON YOU. LU OR RAY YOUR SIDE, CHECK LB TO HELP OCN - 30 DEF, LU OR RAY YOUR SIDE, CHECK LB TO HELP OCN.
OFFSIDE TACKLE OPEN SIDE	BASEBLOC DE - DEEP SET, 9 YDS BY QB, MAKES YOUR DROP DEEPER & MAKES YOU GET TO AN ALMOST HEADUP POSITION ON D.E., YOU'VE GOT TO KEEP YOUR SHOULDERS PARALLEL TO LOS AS LONG AS POSSIBLE- GOT TO KEEP HIM OUT OF "NO MAN'S LAND", DON'T LET HIM BACK DOOR YOU - STUNTS, WILL BE ZONE & M/M DEPENDING ON 1ST PENETRATOR'S PATH - YOU'LL BE READY FOR ANYTHING. BUBBLE TO YOUR INSIDE PUTS YOU M/M ON D.E. INSIDE OR OUTSIDE MOVE.
QUARTER BACK	
B BACK	S.P.U. = STUB TO ROVER N/T RUN PATTERN
A BACK	S.P.U. = WILL TO FRANK, N/T RUN PATTERN = ALERT ON LU OR RAY CALL YOU <u>MAY</u> NOT GET HELP ON BACKER IF NEEDED, (DO NOT DEPEND ON HELP.)



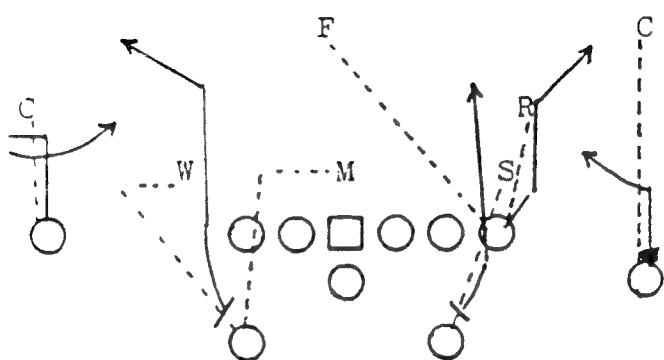
COVER 4 FREE



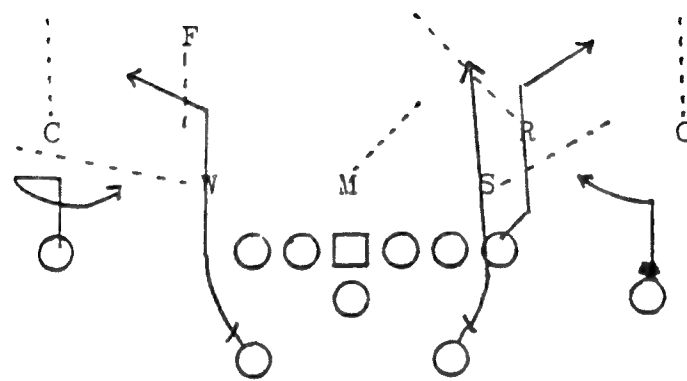
COVER 1 SKY



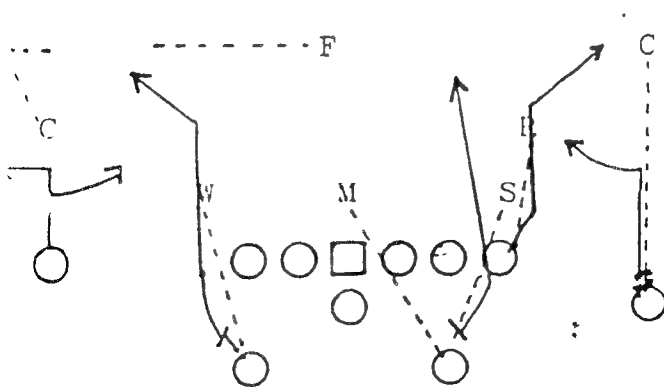
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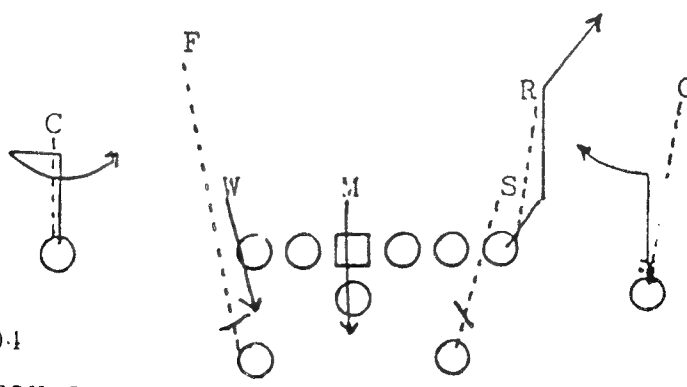
COVER 3 Z



COVER 5 LIGHTNING



COVER 6



COVER 9

COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 272 FLARE CONTROL UP X-Z DELA
QUARTERBACK

P.S.L. SAFETIES READ MAC-FRANK DROP 7 STEP

PROGRESSION MAC WEAK: Y-Z-B; MAC STRONG: X-A

- C.P.s: 1. READ MAC AND THROW BEHIND HIS DROP
 2. READ THE DEEP PHASE OF THE PATTERN FIRST. THEN GO TO THE DELAYS
 3. KNOW DEPTH & POSITION OF LB'ERS BEFORE GOING TO DELAY'S
 4. IF WR'S ARE UNCOVERED ON BREAK THE HOOK-UP
 5. VS. BLITZ - THINK Y ON 7 ROUTE

REC. ADJs Vs CLOUD X NONE Y NONE Z NONE :Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE UP

- C.P.s: 1. S.P.U. WILL ON THE MOVE
 2. RUN A UP FLARE TO 8-10 YDS DEEP THEN BREAK FOR THE FLARE
 3. READ REACTION OF CB ON X
 4. ANGLE OUT TO A DEPTH 18 YDS. DEEP.

FULLBACK

Protection S.P.U. STUB ROUTE UP RELEASE INSIDE

- C.P.s: 1. AFTER YOU CLEAR L.O.S. READ INSIDE LB'ERS DROP.
 2. IF HE DROPS AWAY FROM YOU, BE ALERT FOR BALL.
 3. LOOK FOR BALL OVER INSIDE SHOULDER.
 4. IF STUB HOLDS YOU UP ON L.O.S., BREAK FLAT TO OUTSIDE.

X

SPLIT NORMAL ROUTE 2 DELAY RELEASE EXPLODE ADJ. Vs. CLOUD INSIDE

- C.P.s: 1. 7 YD. DEPTH
 2. CAN USE 3 STEP OUTSIDE STICK
 3. IF CLOUD DON'T STICK
 4. READ ZONE - STOP IN CAVITY
 5. READ MAN - RUN AWAY FROM
 6. MUST GO UNDER DROPS OF BACKERS

Y

SPLIT NORMAL ROUTE 7 RELEASE OUTSIDE ADJ. Vs. CLOUD READ

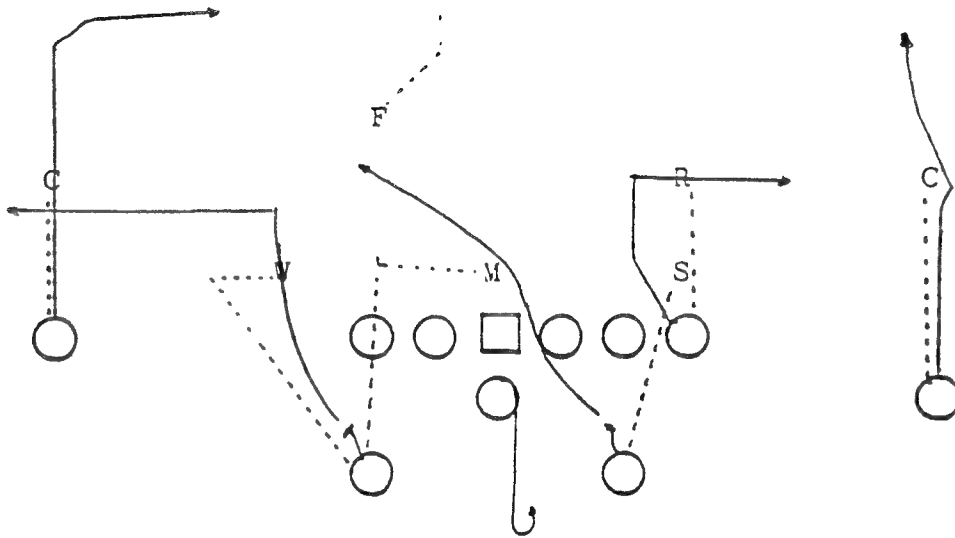
ADJ. Vs. COV. 2: NONE

- C.P.s: 1. READ CORNER BACK. TURN OUT WHEN HE PRESSES 7
 2. BEAT ROVER VS. MAN COVER
 3. PUSH THE ROVER DEEP UNTIL YOU READ CB REACTING UP TO COVER 2, THEN BREAK OUT BEHIND CB - YOU SHOULD BE 18-20 YDS. DEEP.

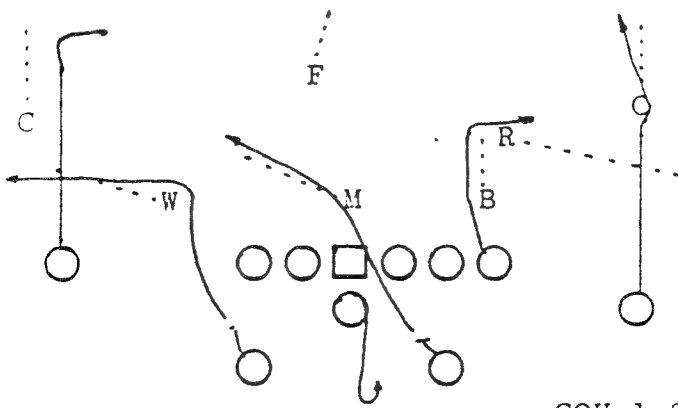
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SPLIT NORMAL ROUTE 2 DELAY RELEASE SLOW ADJ. Vs. CLOUD INSIDE

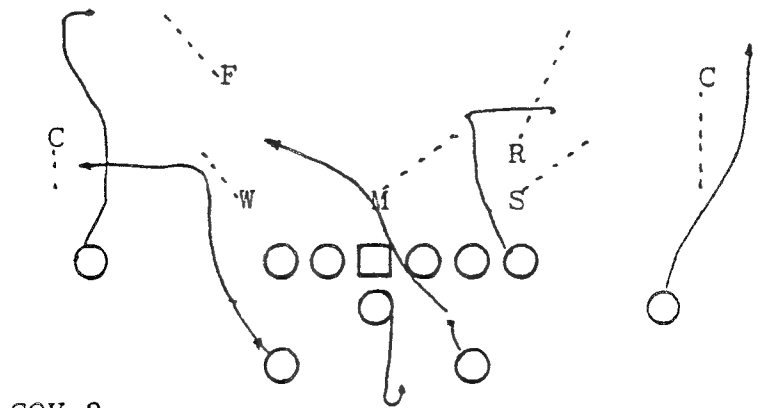
- C.P.s: 1. MISS COUNT
 2. 7 YD. DEPTH
 3. READ ZONE - STOP IN CAVITY
 4. IF CORNER COVERS YOU, DRIVE ROUTE INSIDE. READ DROP OF LB'ERS.
 5. MUST GO UNDER ALL DROPS OF BACKERS



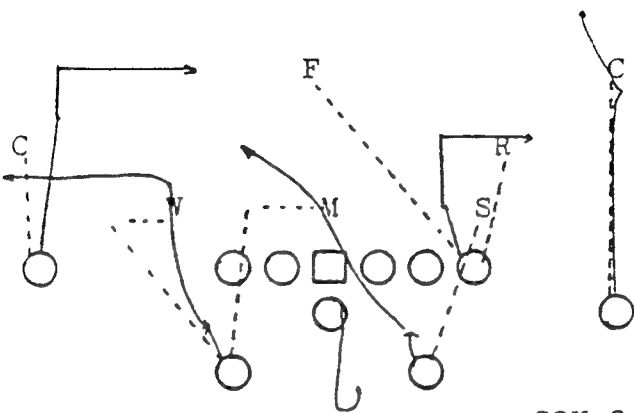
COVER 4 FREE



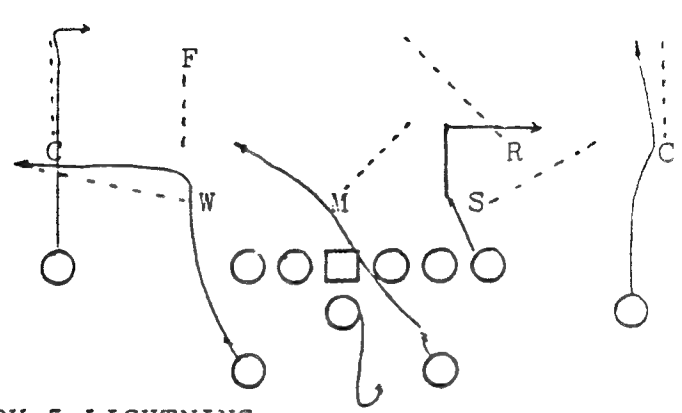
COVER 1 SKY



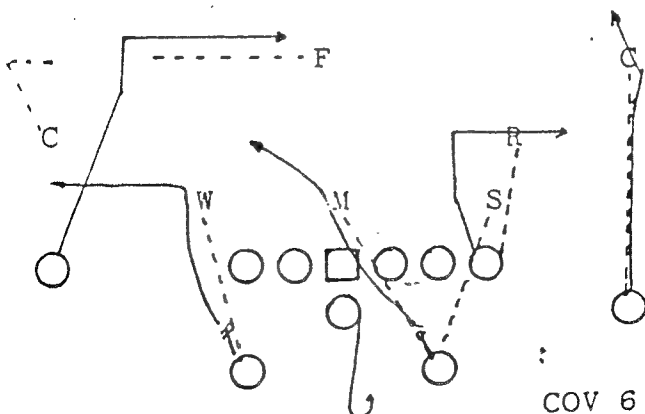
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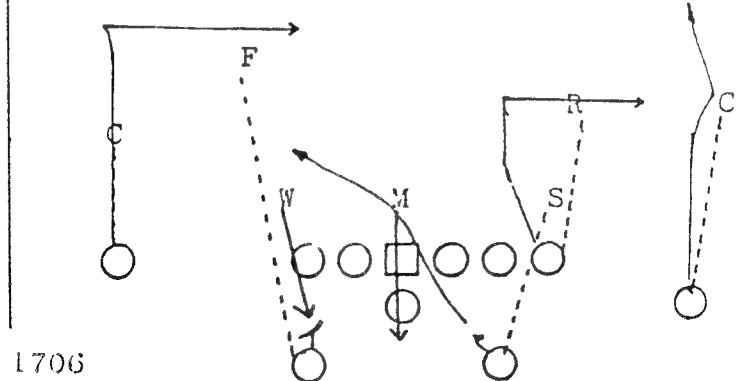
COVER 3 Z



COVER 5 LIGHTNING



COVER 6



1706
COVER 9

COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 438 FLARE CONTROL B SNEAK-WHEEL

QUARTERBACK

P.S.L. SAFETIES READ ROVER DROP 7 STEPS

PROGRESSION Z-X-B

- C.P.s: 1. IF ROVER DROPS TOO DEEP TO HIT 8 ROUTE GO BACKSIDE TO 4 COMBINATION
2. VS C-2 YOU LOSE YOUR 8, WORK 4 TO B.
3. VS C-7 WORK Y TO B.
4. THIS IS A GOOD PATTERN WHEN THE ROVER IS NOT A PROBLEM TO HIT Z ON HIS 8 ROUTE.

REC. ADJs Vs CLOUD X BURST Y HOOK-UP Z FADE :Y's ADJ. Vs. COV. 2 HOOK-UP

HALFBACK

Protection S.P.U. WILL ROUTE WHEEL

- C.P.s: 1. SET UP, READ WILL.
2. RELEASE UPFIELD TO 7 YDS. DEPTH, RUN WIDE ROUTE.
3. YOU HAVE NO ADJUSTMENTS ON THIS WIDE ROUTE.
4. RUN IT TO SIDELINE AND TURN UP.

FULLBACK

Protection S.P.U. STUB ROUTE SNEAK RELEASE INSIDE

- C.P.s: 1. SET UP INSIDE - READ STUB.
2. RELEASE OVER CENTER AREA.
3. GET 7 YDS. DEEP OVER WEAK TACKLE.
4. BE ALERT FOR THE BALL.

X

SPLIT WIDE ROUTE 4 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s: 1. DRIVE UPFIELD TO A DEPTH OF 15 YDS.
2. GET DEPTH & WIDTH.
3. YOU HAVE RUN - AWAY OPTION VS PRESS.

Y

SPLIT NORMAL ROUTE 3 RELEASE INSIDE ADJ. Vs. CLOUD HOOK-UP

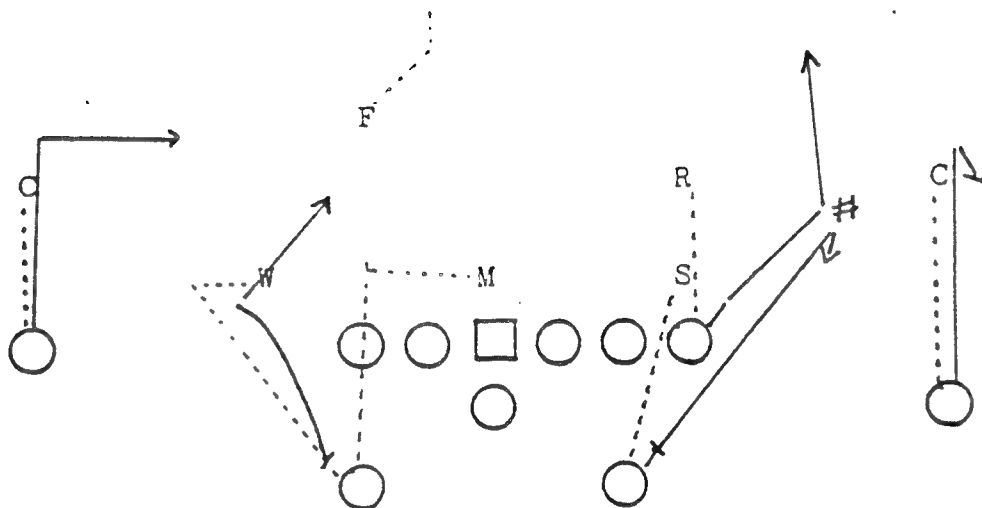
ADJ. Vs. COV. 2: HOOK-UP

- C.P.s: 1. RELEASE INSIDE - READ LINEBACKER COVERAGE ON YOU.
2. YOUR NORMAL B.P. IS 8 YDS.
3. VS. TOUGH LB'ER COVERAGE, SEEK A COLLISION.
4. VS. C-4 OR C-9 RUN 3 ROUTE OFF ROVER
5. VS. C-3 RUN 3 ROUTE OFF FRANK.

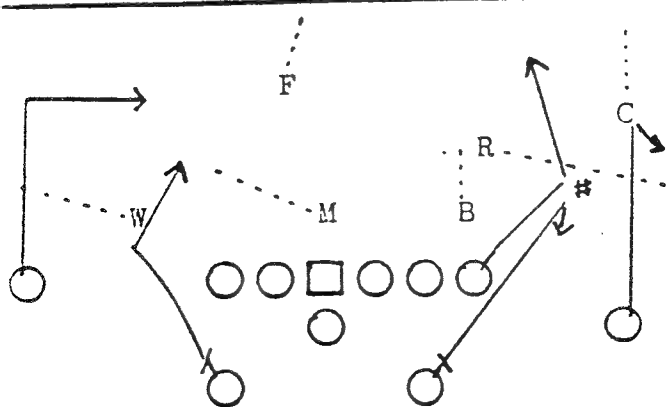
Z

SPLIT WIDE ROUTE 8 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

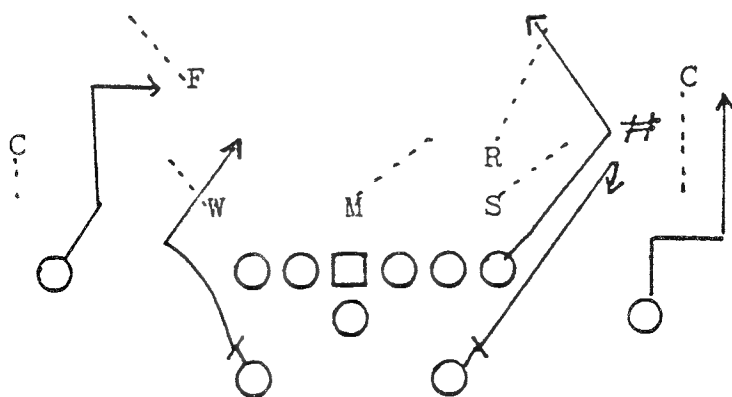
- C.P.s: 1. GET UPFIELD QUICKLY - PUSH THE CORNER DEEP.
2. YOUR B.P. IS 12 YDS. DEEP.
3. LOOK FOR THE BALL ON YOUR BREAK - YOU SHOULD HAVE IT NO DEEPER THAN 16-22 YDS. DOWNFIELD



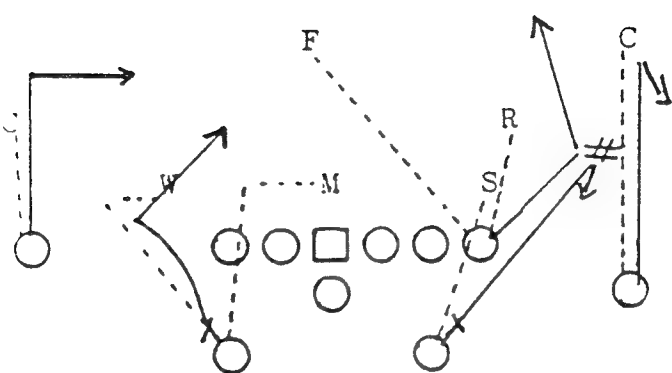
COVER 4 FREE



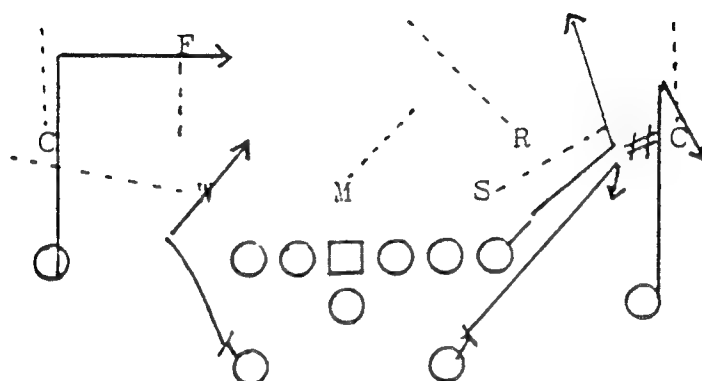
COVER 1 SKY



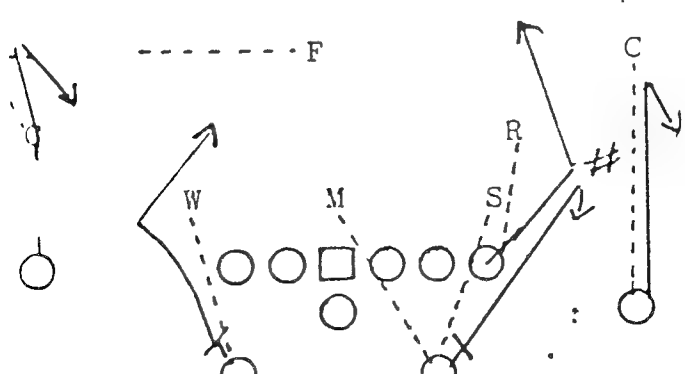
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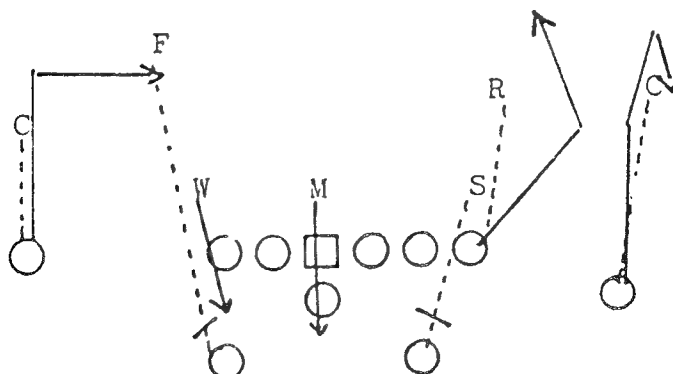
COVER 3 Z



COVER 5 LIGHTNING



1708



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 495 FLARE CONTROL A ANGLE
QUARTERBACK VS. ZONE WORK 4 ANGLE; VS. MAN 5 STOP COMB. STOP

P.S.L. SAFETIES READ MAC-FRANK DROP 7 STEP DROP

- PROGRESSION 1. VS. ZONE READ DROP OF MAC
 2. CHECK FRANK'S REACTION TO 4 CUT TO SEE IF Y IS A
 C.P.s: POSSIBILITY
 3. VS. C-2 BE ALERT FOR Y
 4. VS. C-8 YOU SHOULD HAVE A 1-1 WITH Z ON CORNER
 5. VS. C-3 YOU WILL WORK STRONG - KNOW TYPE OF C-3
 BEING USED.

REC. ADJs Vs CLOUD X BURST Y NONE Z FADE :Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE ANGLE

- C.P.s: 1. READ DROP OF MAC. YOU MUST COME UNDER HIM ON THIS
 ROUTE

FULLBACK

Protection S.P.U. STUB ROUTE STOP RELEASE OUTSIDE

- C.P.s: 1. SPRINT DRIECTLY TO A DEPTH OF 7 YARDS ON THE INSIDE
 EDGE OF NUMBERS.
 2. DO NOT DRIFT ON THIS ROUTE.

X

SPLIT NORMAL ROUTE 4 RELEASE EXPLODE ADJ. Vs. CLOUD BURST

- C.P.s: 1. B.P. 15 YDS DEEP - GET MAXIMUM DEPTH AND WIDTH.
 2. DRIVE OFF AND PUSH DEEP. THIS IS A SPEED ROUTE.
 3. SQUARE IN AT 20: AS YOU COME INSIDE, THE QB WILL
 THROW YOU OPEN
 4. VS. CLOUD BURST

Y

SPLIT NORMAL ROUTE 9 RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

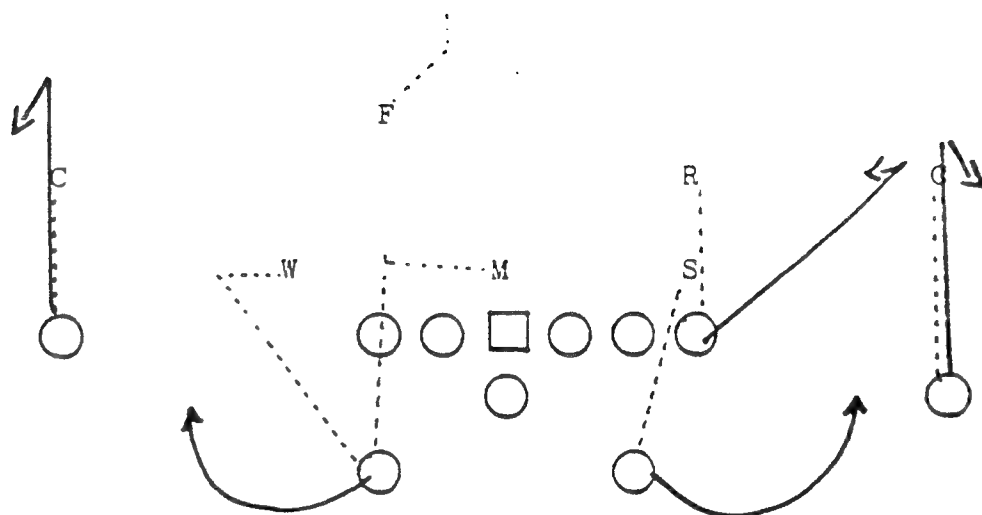
ADJ. Vs. COV. 2: STAY ON NEAR HASH

- C.P.s: 1. RELEASE OUTSIDE TO NUMBERS. B.P. IS 10-12 YDS. DEEP.
 2. KEEP ROVER TO YOUR OUTSIDE
 3. BE ALERT FOR BALL ON BREAK AS YOU MAY SPLIT THE
 FRANK & ROVER.

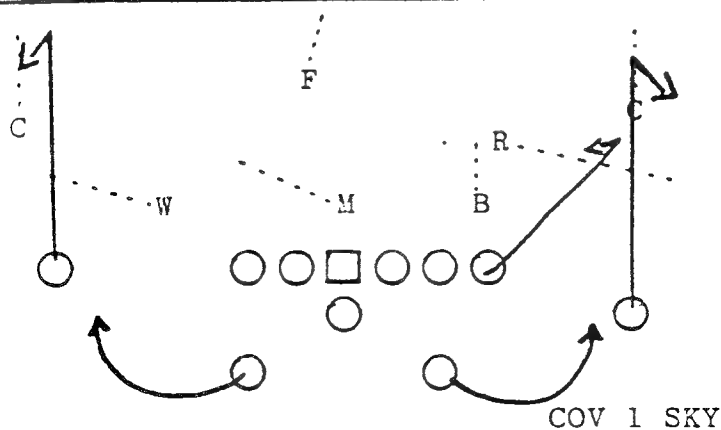
Z

SPLIT NORMAL ROUTE 5 RELEASE EXPLODE ADJ. Vs. CLOUD FADE

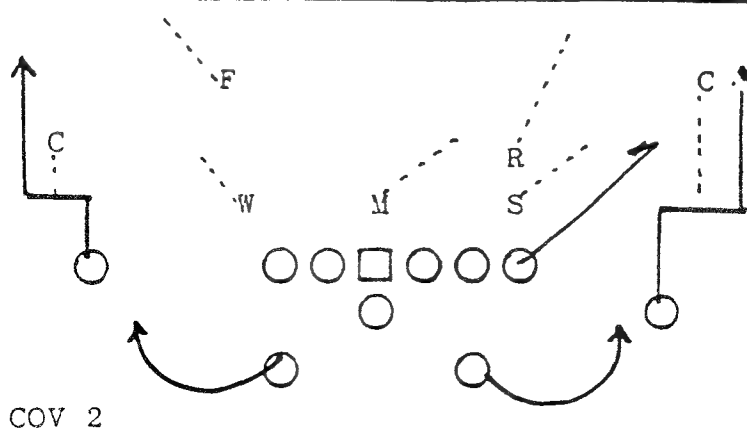
- C.P.s: 1. READ THE CORNER, VS. CLOUD FORCE FADE.
 2. NO CORNER FORCE EXECUTE A GOOD 5 ROUTE.



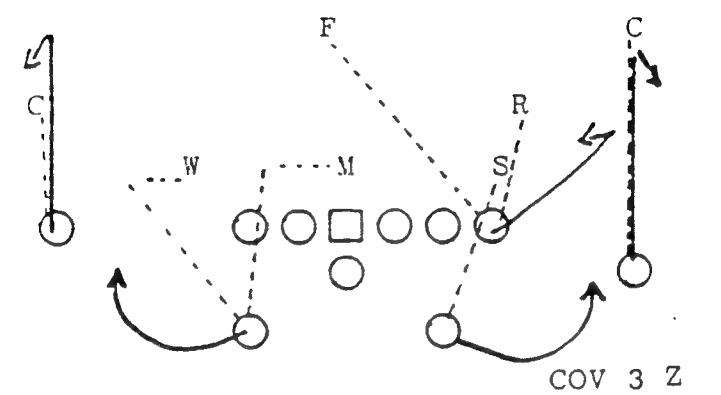
COVER 4 FREE



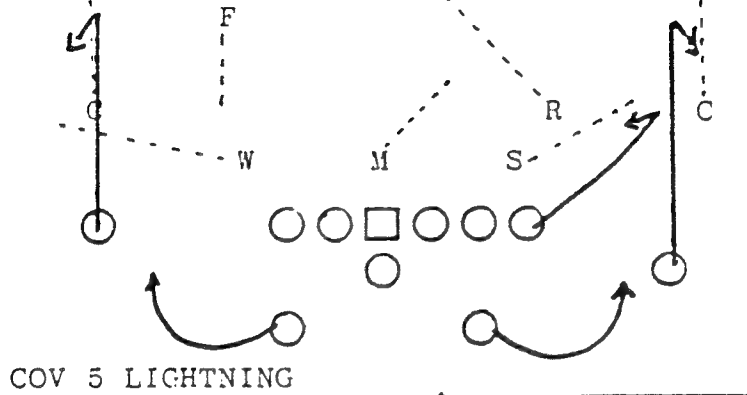
COVER 1 SKY



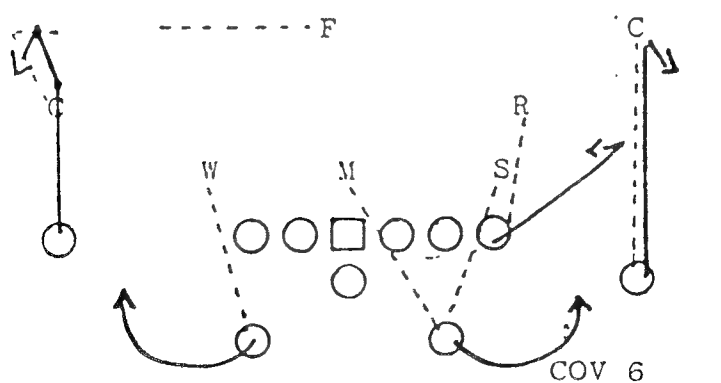
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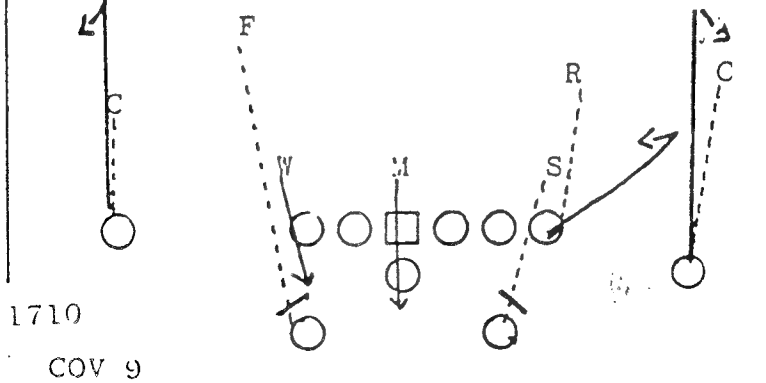
COVER 3 Z



COVER 5 LIGHTNING



COVER 6



1710

COVER 9

COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 555 FLARE CONTROL BASE

QUARTERBACK 2 MINUTE PATTERN - ADVANCE THE BALL PLAY.

P.S.L. SAFETIES READ MAC-FRANK DROP 7 STEPS

PROGRESSION STRONG Z-Y-B: WEAK X-A

1. TAKE A GOOD 7 DROP.
- C.P.s: 2. WHEN DIRECTION IS DETERMINED, CONCENTRATE ON YOUR COMBINATION, WORKING OUTSIDE-IN.
3. TRY TO GET THE BALL TO YOUR 5 ROUTE.

REC. ADJs Vs CLOUD X FADE Y NONE Z FADE: Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE BASE

- C.P.s: 1. STEP AT WILL, CHECK 'EM & THEN RELEASE LOSING GROUND SLIGHTLY.
2. ROLL THROUGH THE ORIGINAL ALIGNMENT OF X.
3. DON'T HURRY AND WORK UPFIELD TOO FAR.

FULLBACK

Protection S.P.U. STUB ROUTE BASE RELEASE OUTSIDE

- C.P.s: 1. STEP AT STUE, CHECK 'EM & THEN RELEASE LOSING GROUND SLIGHTLY.
2. ROLL THROUGH THE ORIGINAL ALIGNMENT OF Z.
3. DON'T HURRY AND WORK UPFIELD TOO FAR.

X

SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

- C.P.s: 1. DRIVE OFF THE L.O.S., READ CORNER & FRANK FOR COVERAGE.
2. STICK CORNER, CREATE A GOOD THROWING ANGLE FOR QB.
3. COMEBACK HARD TO QB ON BREAK.
4. FADE VS CLOUD FORCE.

Y

SPLIT NORMAL ROUTE 5 RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

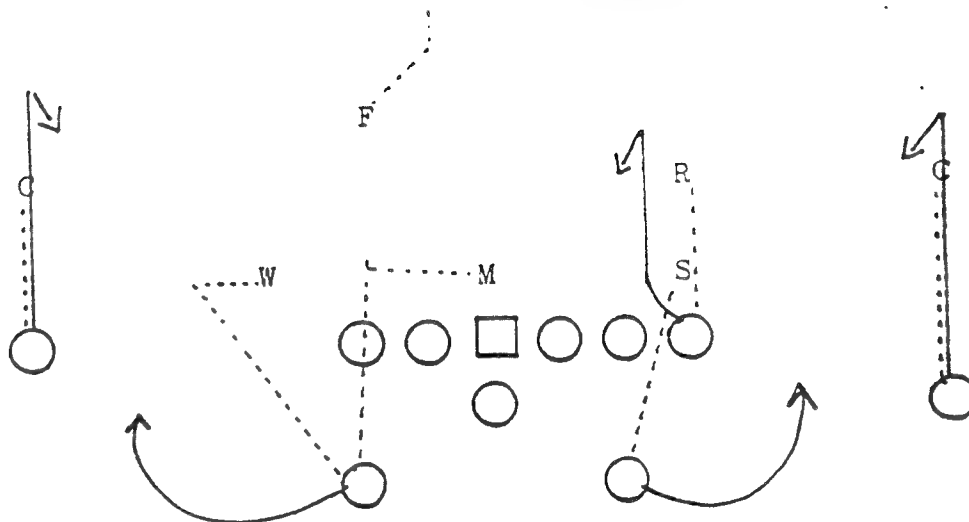
ADJ. Vs. COV. 2: NONE

- C.P.s: 1. OUTSIDE RELEASE, DRIVE TO A DEPTH OF 10 YDS ON INSIDE EDGE OF NUMBERS.
2. DEEP ROVER TO YOUR OUTSIDE SHOULDER.
3. DECLARE YOUR POSITION BEFORE YOU SLIDE TO GET OPEN.

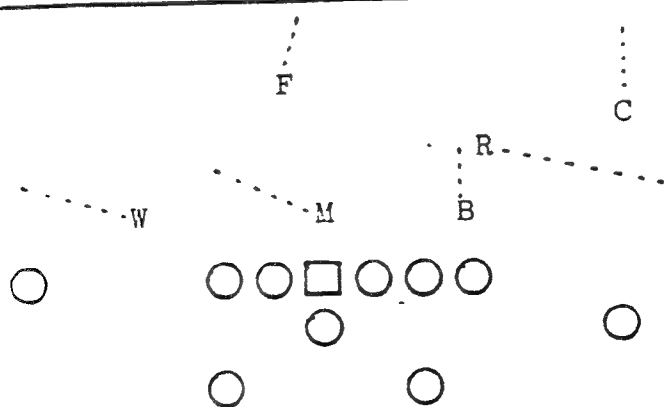
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SPLIT NORMAL ROUTE 5 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

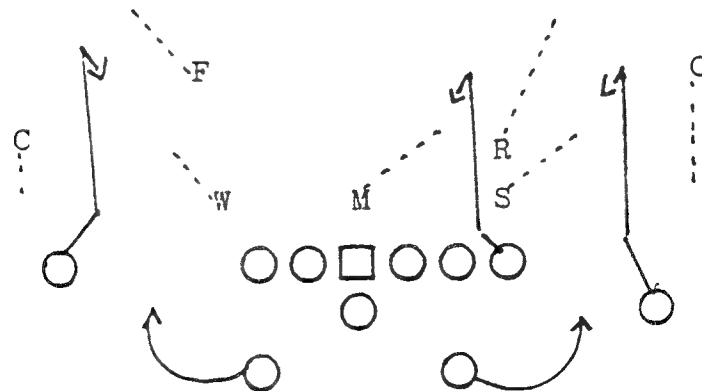
- C.P.s: 1. DRIVE OFF THE L.O.S., READ CORNER & FRANK FOR COVERAGE.
2. STICK CORNER, CREATE A GOOD THROWING ANGLE FOR QB.
3. COMEBACK HARD TO QB ON BREAK.
4. FADE VS CLOUD FORCE.



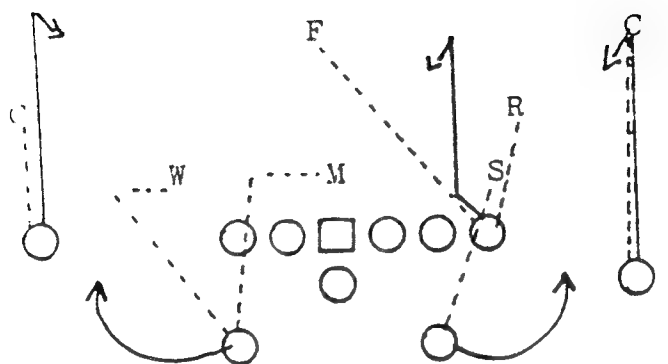
COVER 4 FREE



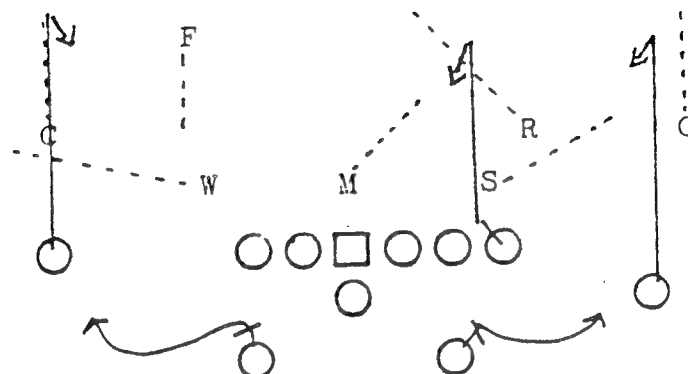
COVER 1 SKY



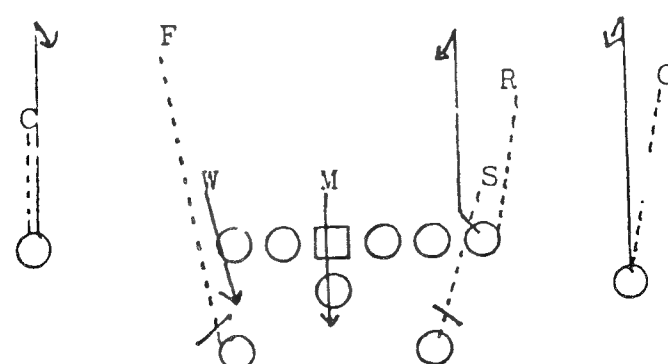
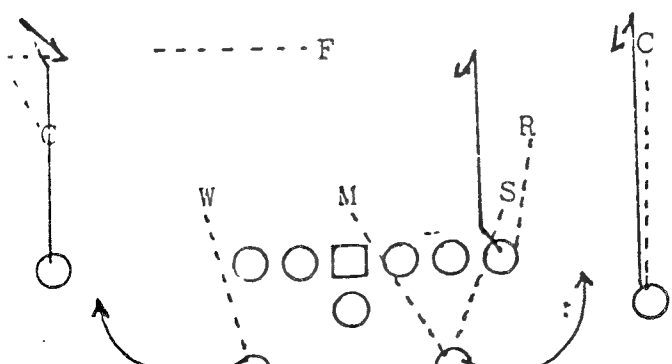
COVER 2



COVER 3 Z



COVER 5 LIGHTNING



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 666 FLARE CONTROL BASE
QUARTERBACK MIRRORED PATTERN

P.S.L. SAFETIES READ MAC-FRANK DROP 7 STEP

PROGRESSION ONCE DIRECTION IS DETERMINED, STG. Y-Z-B; WK Y-X-A
 1. GIVE Y A GOOD CHANCE TO WORK BEFORE GETTING OFF HIM
 C.P.s: 2. MUST BE ALERT FOR COV. 3
 3. USED VS. 4 DL DEFENSES.

REC. ADJs Vs CLOUD X BURST Y NONE Z BURST: Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE BASE

C.P.s: 1. CHECK WILL - THEN RELEASE LOSING GROUND SLIGHTLY.
 2. ROLL THRU THE ORIGINAL ALIGNMENT OF X
 3. GIVE QB YOUR NUMBERS ON THE ROLL.
 4. DON'T HURRY & GET UP FIELD TOO FAR.

FULLBACK

Protection S.P.U. STUB ROUTE BASE RELEASE OUTSIDE

C.P.s: 1. STEP AT STUB. CHECK 'EM, THEN RELEASE LOSING GROUND SLIGHTLY.
 2. ROLL THRU ORIGINAL POSITION OF Z.
 3. GIVE QB YOUR NUMBERS ON THE ROLL.
 4. DON'T HURRY AND DON'T WORK UPFIELD TOO FAR.

X

SPLIT WIDE ROUTE 6 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

C.P.s: 1. GET TO 15 YARDS B.P. QUICKLY, STICKING DE OUTSIDE, THEN COME BACK TO QB IN OPEN AREA.
 2. READ COV. TECH. OF CB AND RUN ROUTE ACCORDINGLY.
 3. BURST VS. CLOUD.
 4. BE ALERT FOR BRACKET COVERAGE - COV. 6.

Y

SPLIT NORMAL ROUTE 6 RELEASE INSIDE ADJ. Vs. CLOUD NONE

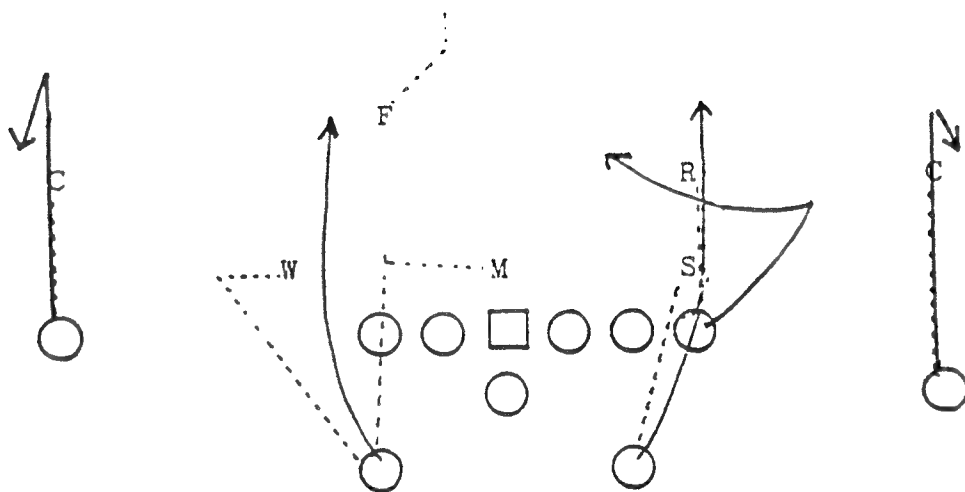
ADJ. Vs. COV. 2: NONE

C.P.s: 1. INSIDE RELEASE
 2. READ MAC. & ROVER FOR COVERAGE.
 3. USE WHATEVER STEM YOU WANT
 4. DECLARE YOUR POSITION, BEFORE YOU SLIDE TO GET OPEN.

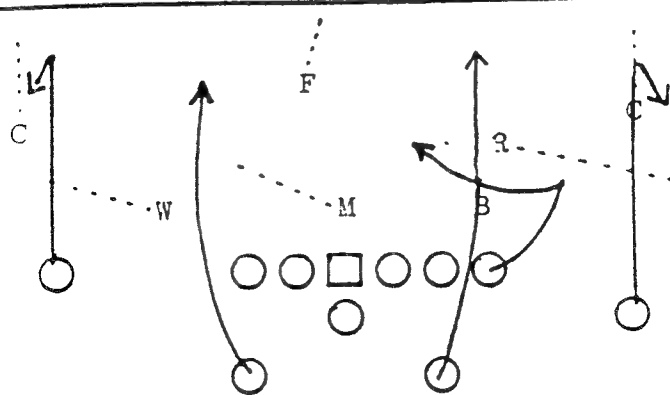
Z

SPLIT WIDE ROUTE 6 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

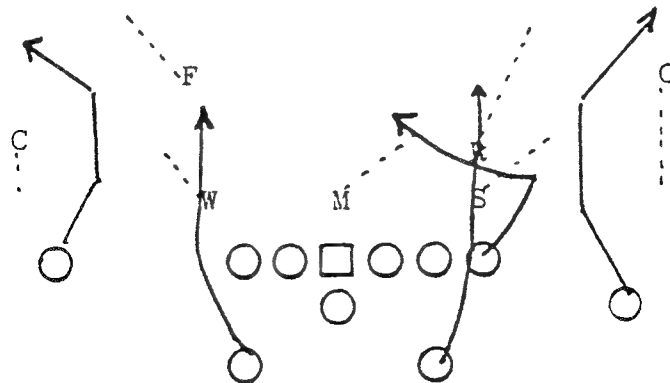
C.P.s: 1. GET TO 15 YDS. B.P. QUICKLY, STICK DB OUTSIDE THEN COME BACK TO QB IN OPEN AREA.
 2. READ COVERAGE TECHNIQUE OF DE, AND RUN ROUTE ACCORDINGLY
 3. BURST VS. CLOUD
 4. BE ALERT FOR BRACKET COVERAGE - COV. 3



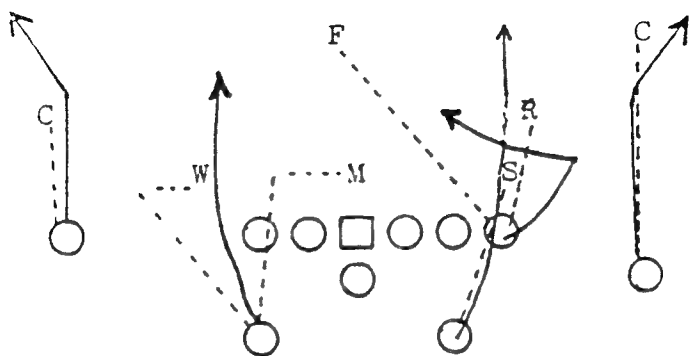
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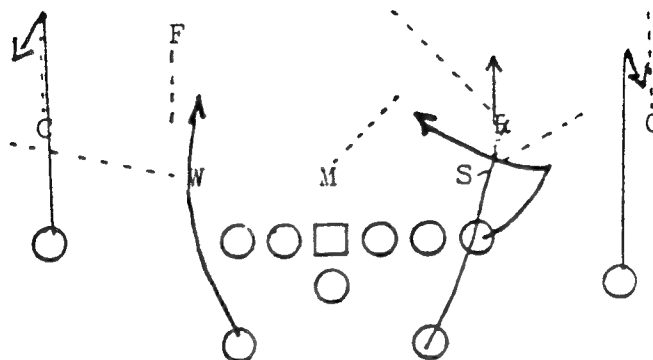
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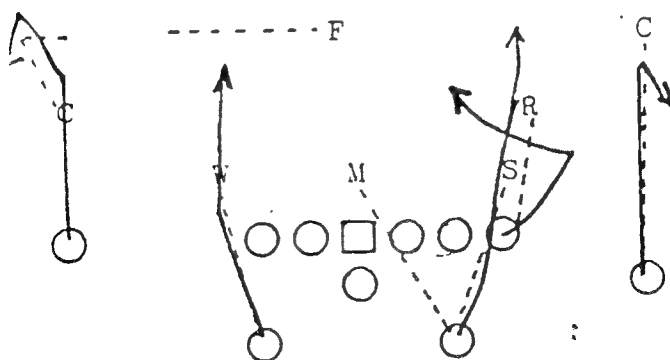
COVER 2



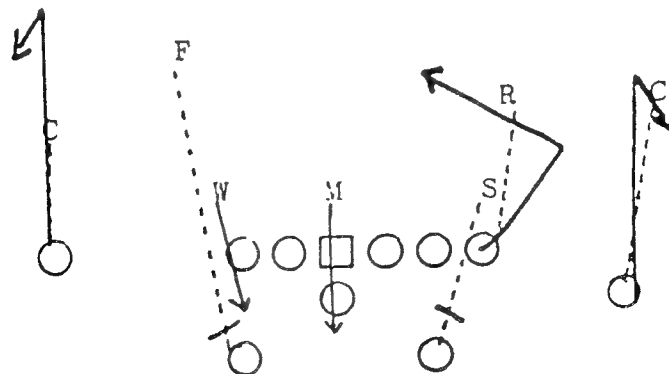
COVER 3 Z



COVER 5 LIGHTNING



COVER 6



COVER 9

COACHING POINTS

SERIES & PROTECTION FIRM PATTERN 989 FLARE CONTROL LOOP

QUARTERBACK GAME PLAN WILL USUALLY DETERMINE WHAT (BASE)
CORNER WE CAN BEAT.

P.S.L. SAFETIES READ MAC-FRANK DROP 5 STEP

PROGRESSION X OR Z TO Y

- C.P.s:
1. GET THE BALL IN THE AIR QUICKLY, KEEPING THE BALL OUTSIDE.
 2. G.P. WILL DICTATE SPECIFIC CORNER TO WORK ON.
 3. VS. C-2 Y IS THRU THE POST.
 4. WORK YOUR BACKS WHEN ALL ELSE FAILS.

REC. ADJs Vs CLOUD X NONE Y NONE Z NONE:Y's ADJ. Vs. COV. 2 B&R

HALFBACK

Protection S.P.U. WILL ROUTE LOOP

- C.P.s:
1. DELAY YOUR RELEASE UNTIL QB HAS SET-UP.
 2. RELEASE ON A LOOP FLARE SPLITTING THE DROP OF WILL AND MAC.

FULLBACK

Protection S.P.U. STUB ROUTE LOOP RELEASE OUTSIDE

- C.P.s:
1. DELAY YOUR RELEASE UNTIL QB HAS SET-UP.
 2. RELEASE ON A LOOP FLARE SPLITTING THE DROP OF STUB AND ROVER.

X

SPLIT NUMBER ROUTE 9 RELEASE VARIABLE ADJ. Vs. CLOUD NONE

- C.P.s:
1. SPRINT AT THE CORNER.
 2. YOU MUST DECIDE BY 11 YDS. DEPTH WHETHER YOU ARE GOING INSIDE OR OUTSIDE HIM.
 3. AFTER YOU BREAK PAST THE CB SPRINT, DO NOT LOOK FOR THE BALL UNTIL YOU HAVE TAKEN FIVE STRIDES.
 4. THE QB WILL THROW YOU OPEN 3-5 YDS. INBOUNDS.

Y

SPLIT NORMAL ROUTE 8 RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

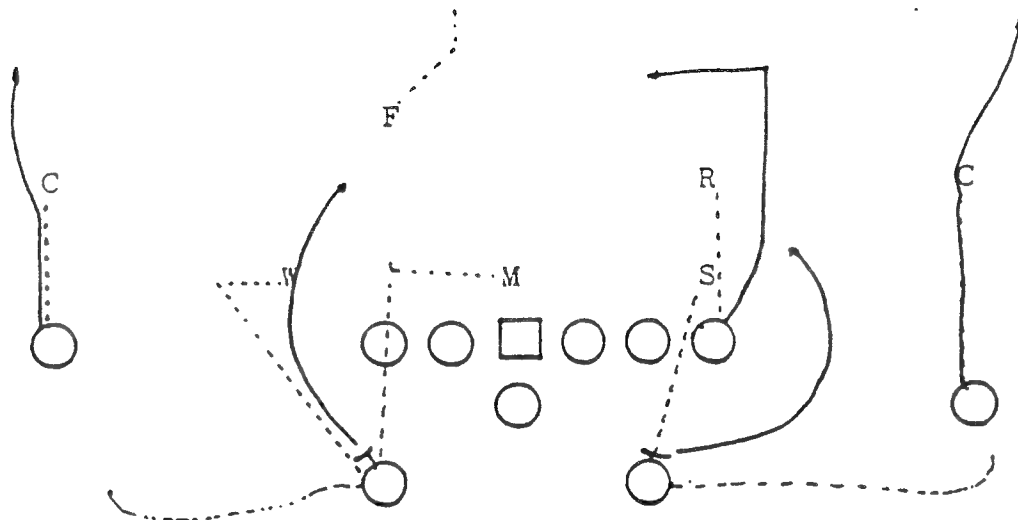
ADJ. Vs. COV. 2: B&R

- C.P.s:
1. OUTSIDE RELEASE, READ ROVER & FRANK FOR COVERAGE.
 - a. C-2 RUN POST ROUTE, STAY ON OR OUTSIDE NEAR HASH.
 - b. VS. COVERAGES WITH DB IN POST AREA.
 - (1) COVERED - RUN 4 ROUTE AT 16 YDS. DEEP.
 - (2) UNCOVERED - RUN 6 ROUTE AT 16 YDS. DEEP.

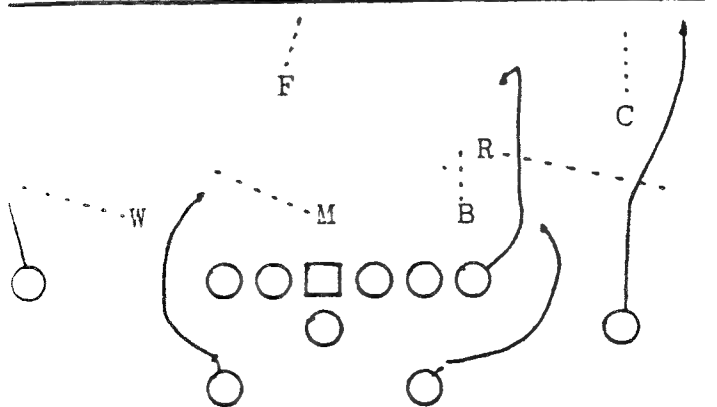
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SPLIT NUMBER ROUTE 9 RELEASE VARIABLE ADJ. Vs. CLOUD NONE

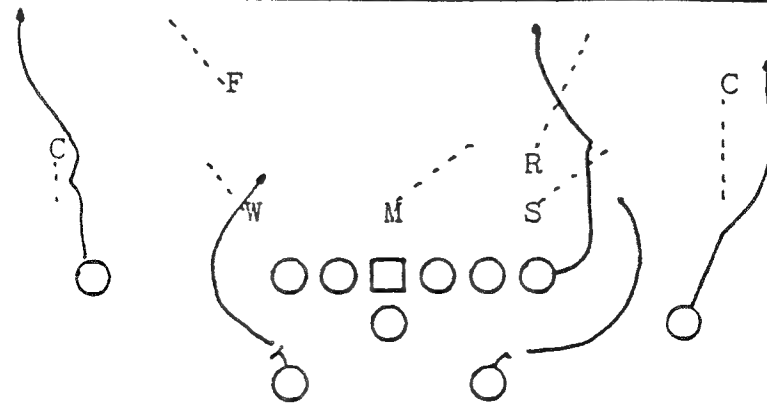
- C.P.s:
1. SPRINT AT THE CORNER.
 2. YOU MUST DECIDE BY 11 YDS. DEPTH WHETHER YOU ARE GOING INSIDE OR OUTSIDE HIM.
 3. AFTER YOU BREAK PAST THE CB SPRINT, DO NOT LOOK FOR THE BALL UNTIL YOU HAVE TAKEN FIVE STRIDES.



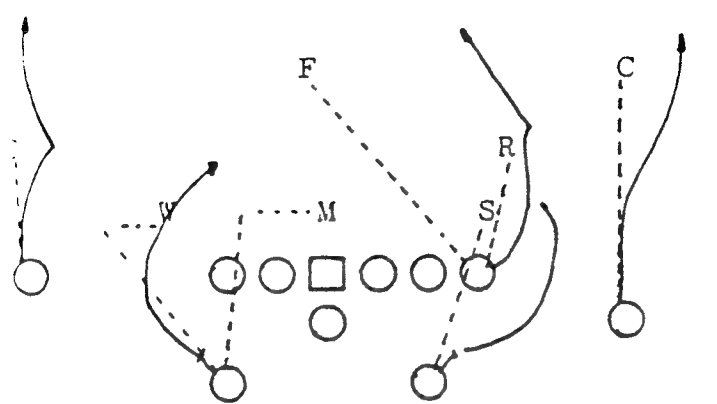
COVER 4 FREE



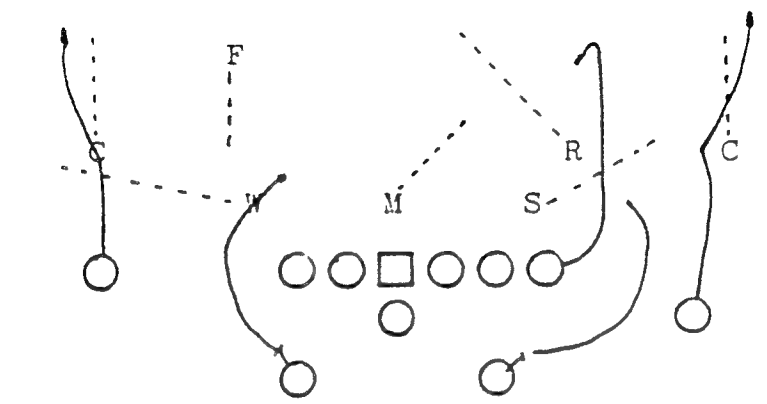
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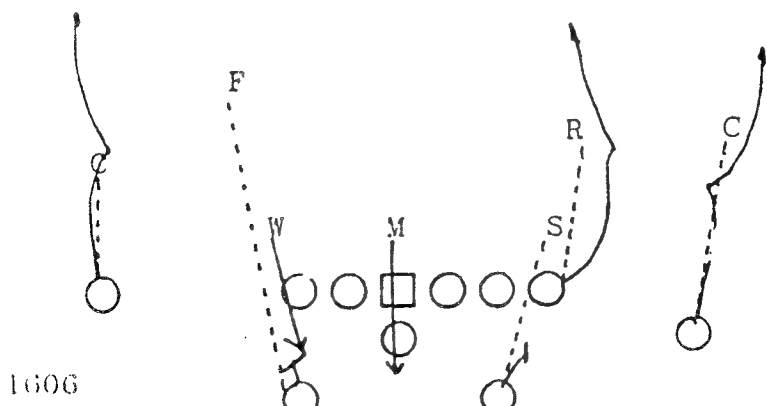
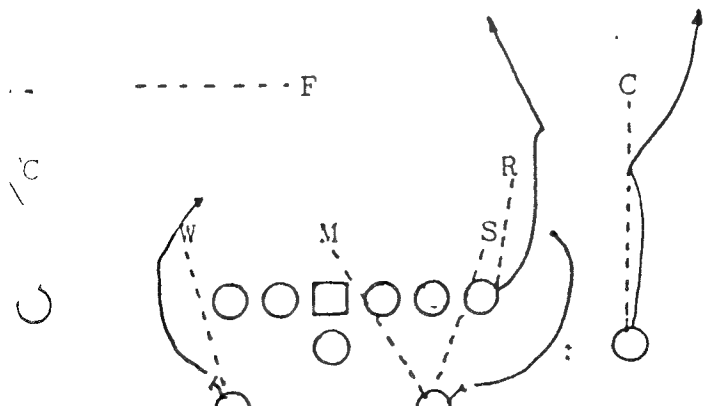
COVER 2



COVER 3 Z



COVER 5 LIGHTNING



1606

COACHING POINTS

SERIES & PROTECTION FIRM PATTERN 363 FLARE CONTROL STOP

QUARTERBACK DIRECTION WILL DETERMINE PROGRESSION.

P.S.L. SAFETIES READ MAC-FRANK DROP QUICK 5 STEPS

PROGRESSION STRONG: Z B Y; WEAK X-A-Y

1. GET THE BALL TO 3 CUT ON THE BREAK.
- C.P.s: 2. IF YOU READ CLOUD FORCE, THINK BACKS TO Y.
3. LB'ERS WHO DROP QUICKLY MAY ALLOW YOU TO GO TO Y QUICKLY.

REC. ADJs Vs CLOUD X FADE Y NONE Z FADE: Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL FIRM ROUTE FIRM STOP

- C.P.s: 1. RELEASE QUICKLY, READING WILL ON THE MOVE.
2. GET ON WILLS OUTSIDE SHOULDER, STOP AT 6 YDS DEEP.
3. BE CAREFUL TO NEVER SLIDE IN-KEEP GOOD SEPARATION FROM Y
4. VS STRONG ZONE STOP BETWEEN WILL AND MAC.

FULLBACK

Protection S.P.U. STUB ROUTE FIRM STOP RELEASE INSIDE

- C.P.s: 1. RELEASE QUICKLY, READING STUB ON THE MOVE.
2. STOP AT 6 YDS DEPTH OVER Y ORIGINAL ALIGNMENT.
3. VS MAN, PUSH STUB UPFIELD AND GET ON HIS OUTSIDE SHOULDER.

X

SPLIT NORMAL ROUTE 3 RELEASE STRAIGHT ADJ. Vs. CLOUD FADE

- C.P.s: 1. DRIVE QUICKLY TO YOUR B.P. DEPTH 11 YDS. DEEP.
2. READ TECHNIQUE OF CORNER AND RUN ROUTE ACCORDINGLY.
3. VS CLOUD FORCE FADE.
4. LOOK FOR BALL ON BREAK.

Y

SPLIT NORMAL ROUTE 6 RELEASE INSIDE ADJ. Vs. CLOUD NONE

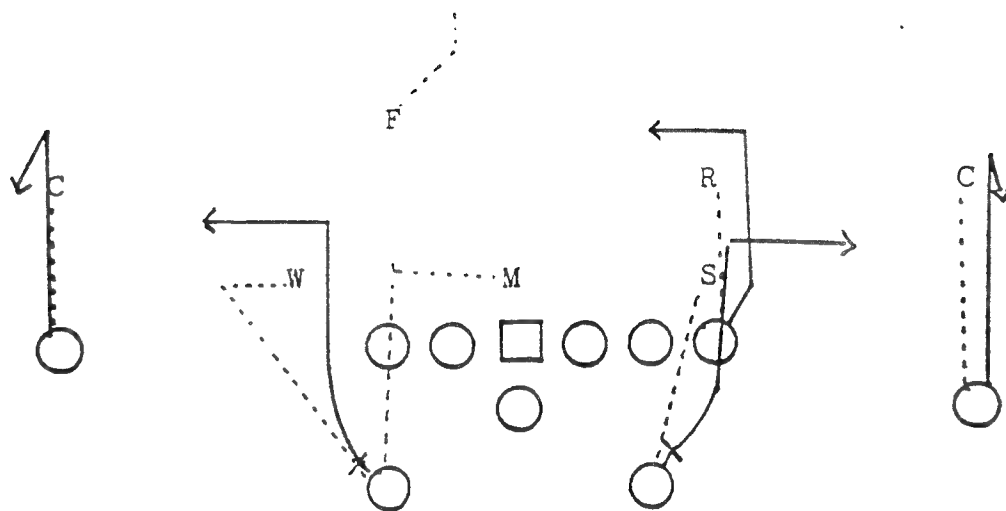
ADJ. Vs. COV. 2: NONE

- C.P.s: 1. HEAD & SHOULDER FAKE.
2. INSIDE RELEASE, COME UNDER LB'ERS, FAN TO 6 YDS DEEP OVER THE BALL.

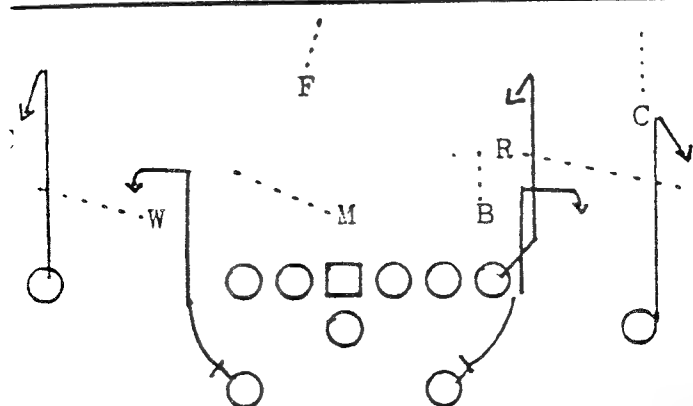
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SPLIT NORMAL ROUTE 3 RELEASE STRAIGHT ADJ. Vs. CLOUD FADE

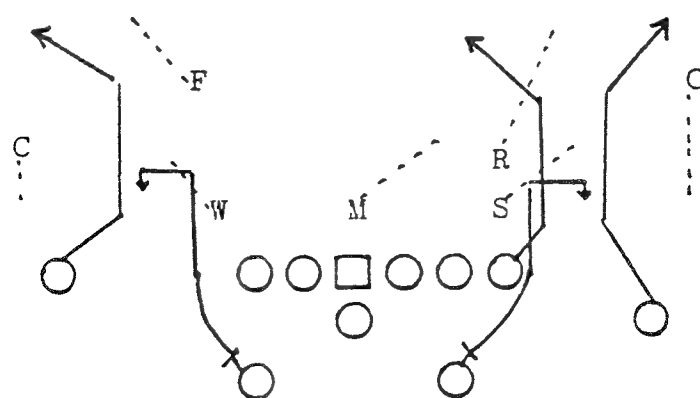
- C.P.s: 1. DRIVE QUICKLY TO YOUR B.P. DEPTH 11 YDS. DEEP.
2. READ TECHNIQUE OF CORNER AND RUN ROUTE ACCORDINGLY.
3. VS. CLOUD FORCE FADE.
4. LOOK FOR BALL ON BREAK.



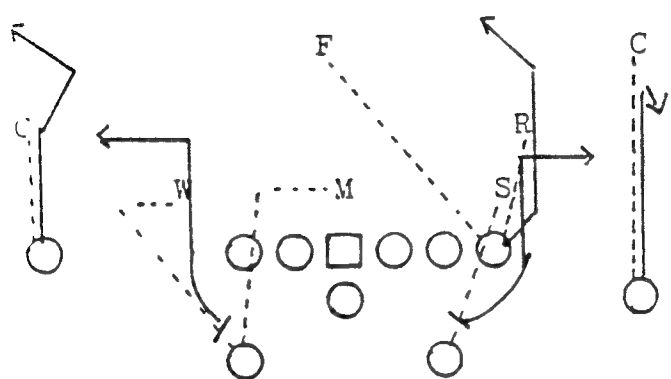
COVER 4 FREE



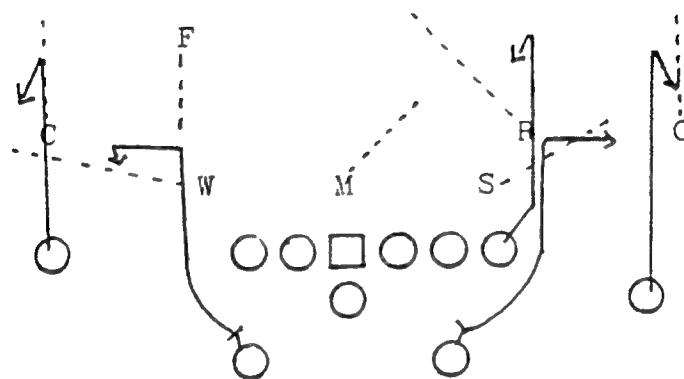
COV 1 SKY



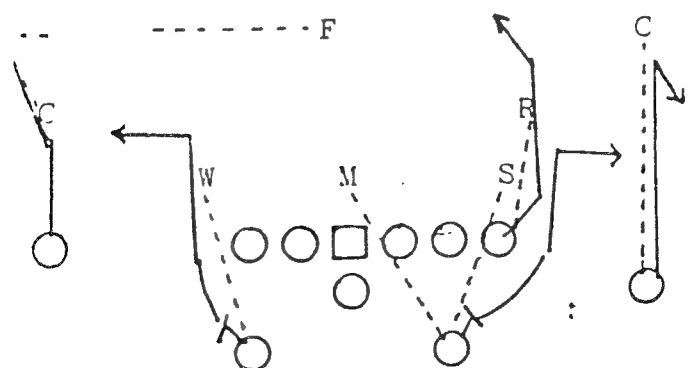
COV 2



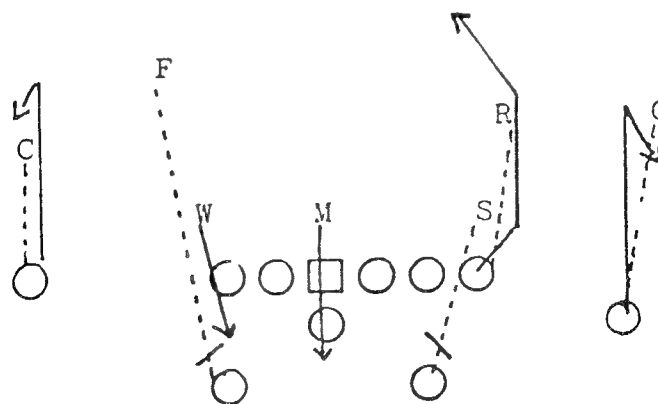
COV 3 Z



COV 5 LIGHTNING



1716



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 814 FLARE CONTROL "B" ALLEY
QUARTERBACK THINK STRONGSIDE WIDE

P.S.L. SAFFITIES READ MAC-ROVER DROP 7 STEPS

PROGRESSION Z-Y-B

- C.P.s: 1. GOOD 7 STEP DROP. READ MAC TO ROVER FOR ZONE OR MAN
 2. IF Y IS OPEN ON HIS BREAK YOU MAY WANT TO HIT HIM.
 3. IF GOING TO B BACK, GET HIM THE BALL NEAR L.O.S.
 4. BE ALERT FOR C-3, HIT A ON WIDE ROUTE.

REC. ADJs Vs CLOUD X FADE Y NONE Z BURST: Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE WIDE

- C.P.s: 1. DRIVE AT OUTSIDE SHOULDER OF WILL AS IF RUNNING A CLOSE FLARE
 2. WORK UPFIELD 7 YDS. DEEP. VS MAN BEAT WILL.
 3. IF MAC & WILL DROP WEAK, STOP IN THE HOLE, BUT CUT 7 YDS. DEEP.

FULLBACK 4. IF LB'ERS ARE REACTING TO YOU, RUN A CROSS ROUTE.
 5. IF YOU GET THE BALL, IT WILL BE NEAR L.O.S.

Protection S.P.U. STUB ROUTE ALLEY RELEASE OUTSIDE

- C.P.s: 1. CHECK STUB.
 2. AS YOU ROLL INTO THIS ROUTE GIVE THE QB YOUR NUMBERS
 3. BE UNDER CONTROL.
 4. IF LB'ERS ARE REACTING TO YOU, RUN A CROSS ROUTE.
 5. IF YOU GET THE BALL, IT WILL BE NEAR L.O.S.

X

SPLIT WIDE ROUTE 3 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

- C.P.s: 1. DRIVE OFF L.O.S AND PUSH THE CORNER DEEP, ATTEMPTING TO TURN HIM OUTSIDE.
 2. GIVE HIM A MOVE AT THE TOP OF YOUR STEM & GO TO POST.
 3. BE ALERT FOR DOG COVERAGES. CHECK FRANK. BEAT THE CORNER ANYWAY YOU CAN.
 4. FADE VS CLOUD.

Y

SPLIT NORMAL ROUTE 1 RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

ADJ. Vs. COV. 2: NONE

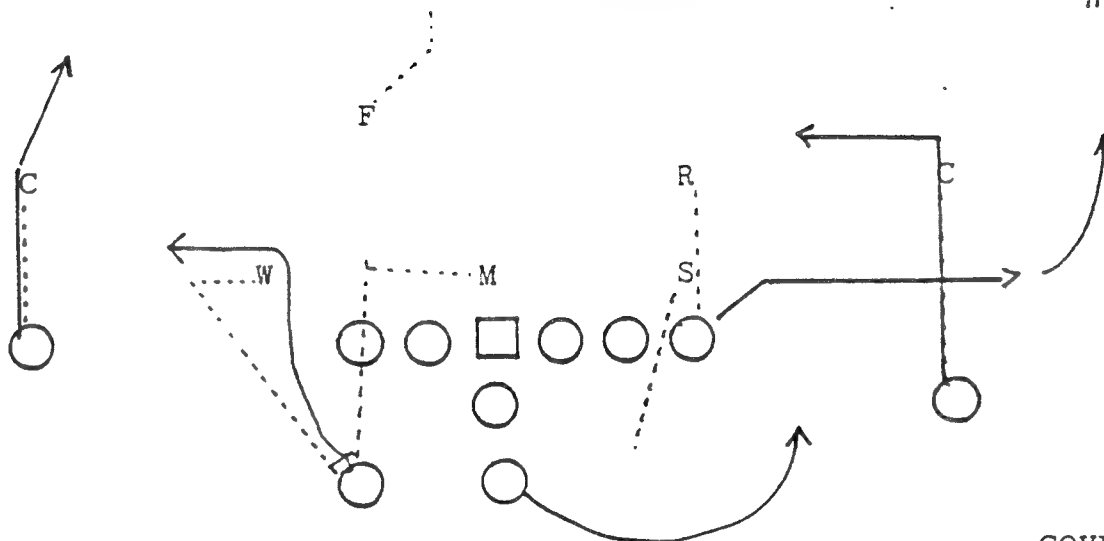
- C.P.s: 1. RUN ONE ROUTE, GET UPFIELD 4 YDS. DEEP. ROLL OFF THE BREAK AND STRETCH THE ZONE Laterally.
 2. BE ALERT FOR BALL ON BREAK.
 3. AFTER YOU CLEAR NUMBERS, RUN GO
 4. VS CLOUD FORCE, TURN UP INSIDE OF CB.

Z

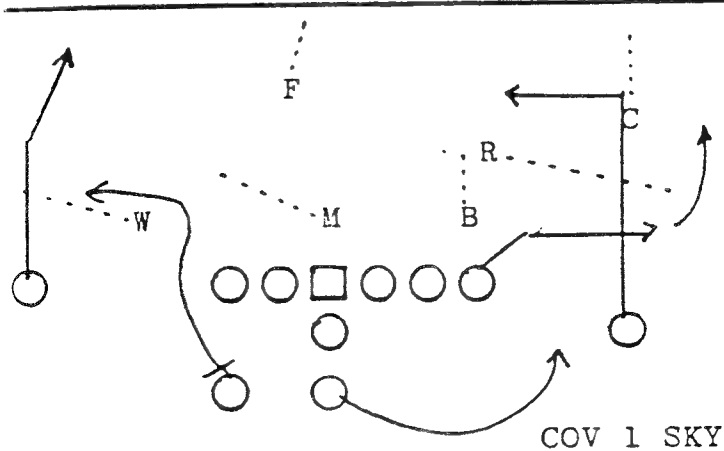
SPLIT WIDE ROUTE 4 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s: 1. DRIVE OFF AND PUSH DEEP TO 18 YDS. GET TO MAXIMUM DEPTH AND WIDTH.
 2. SQUARE IN AT 23 YDS. AS YOU COME INSIDE, THE QB WILL THROW YOU OPEN.
 3. EXPECT THE BALL ON THE BREAK.
 4. VS CLOUD BURST, RUN 4 ON ROVER
 5. BE ALERT FOR BRACKET COVERAGE

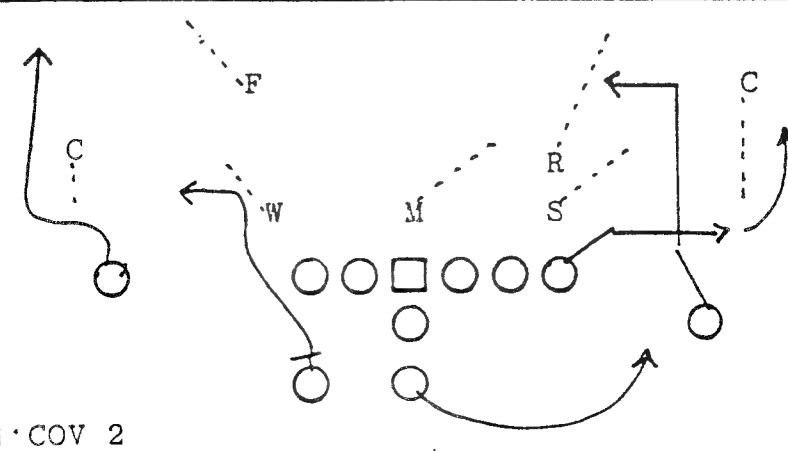
WIDE



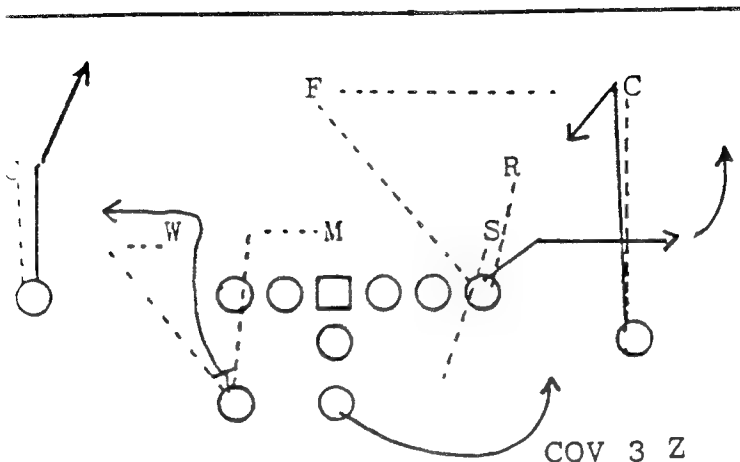
COVER 4 FREE



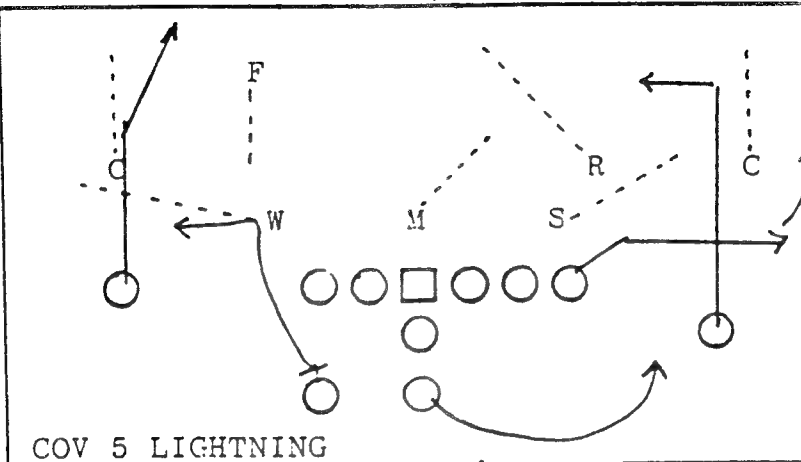
COV 1 SKY



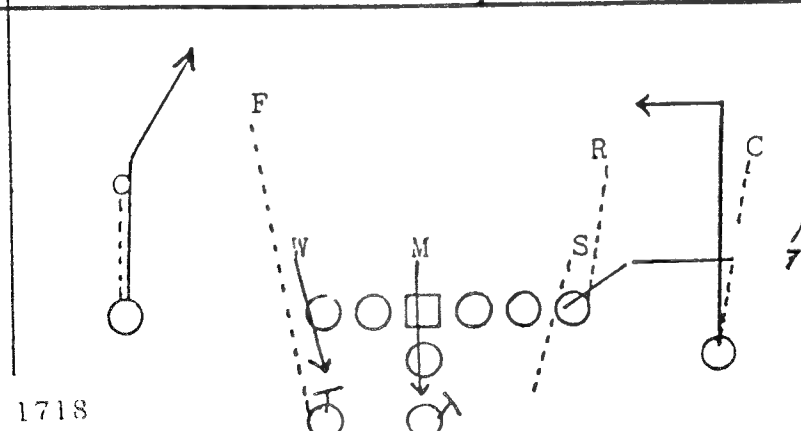
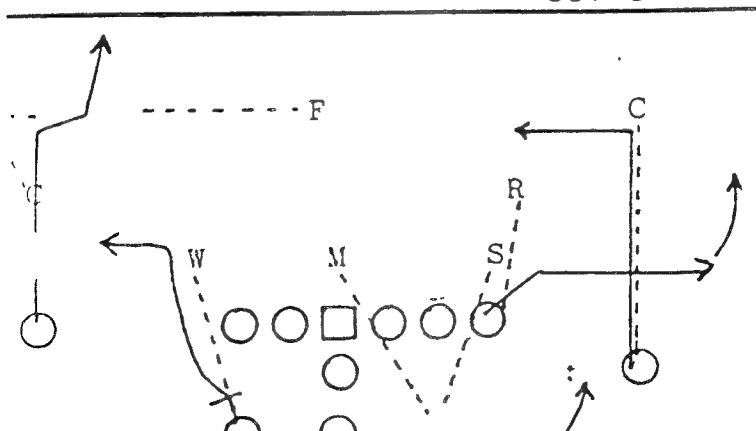
• COV 2



COV 3 Z



COV 5 LIGHTNING



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 787 FLARE CONTROL WIDE

QUARTERBACK MIRROR PATTERN - THINK STRONGSIDE

P.S.L. SAFTIES READ MAC-FRANK DROP 7 STEP

PROGRESSION MAC OR FRANK HARD WK: Z-Y-B; NONE: X-A

1. DIRECTION DETERMINED READ COVERAGE
- C.P.s: 2. GIVE 7 ROUTES A CHANCE TO WORK
3. BE ALERT FOR Y'S ADJUSTMENT
4. IF C-2 KNOW IF CORNERS HOLD THE FLAT, OR IF THEY RUN WITH WR'ER.
5. VS C-3 THINK X-A COMB.

REC. ADJS Vs CLOUD X BURST Y ADJUST Z BURST: Y's ADJ. Vs. COV. 2 B&R

HALFBACK

Protection S.P.U. WILL ROUTE WIDE

1. DRIVE AT OUTSIDE SHOULDER OF WILL: READ HIS DROP.
- C.P.s: 2. WORK UPFIELD 7 YDS. DEEP: JAB & BREAK OUTSIDE VS MAN BEAT WILL!
3. IF WILL & MAC DROP WEAK, STOP IN THE HOLE BETWEEN THEM AT 7 YDS. DEPTH.
4. IF YOU SEE CLOUD FORCE, STOP BETWEEN THE CB AND WILL.

FULLBACK

Protection S.P.U. STUB ROUTE WIDE RELEASE OUTSIDE

1. DRIVE AT OUTSIDE SHOULDER OF STUB, READ HIS DROP.
- C.P.s: 2. WORK UP FIELD 7 YDS. DEEP, JAB AND BREAK OUTSIDE. VS MAN BEAT STUB!
3. IF STUB IS DROPPING DEEP, BE ALERT TO STOP IN THE HOLE BETWEEN HIM AND ROVER OR CORNER.

X

SPLIT MAX ROUTE 7 RELEASE EXPLODE ADJ. Vs. CLOUD BURST

1. VS. CLOUD FORCE: BURST RUN 7 ROUTE OFF SAFETY
- C.P.s: 2. IF NO CLOUD FORCE: CONVERT 7 ROUTE TO 5 ROUTE AT 18 YDS. DEPTH.
3. VS. CROWD TECHNIQUE RUN 7 ROUTE ON CORNER.
4. KNOW DIFFERENCE BETWEEN COV. 7 CROWD AND COV. 4 CROWD.

Y

SPLIT NORMAL ROUTE 8 RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

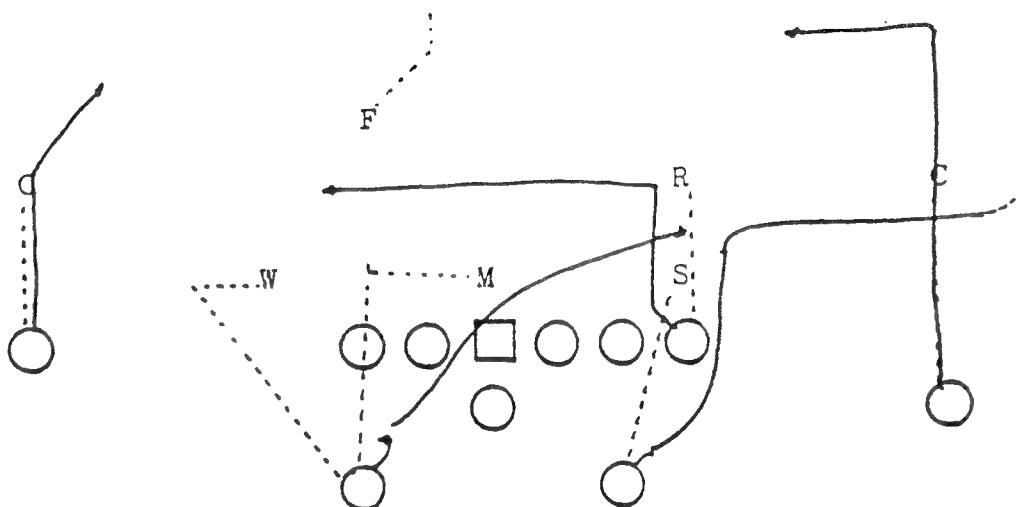
ADJ. Vs. COV. 2: B & R

1. VS. C-2 RUN POST ROUTE-STAY ON NEAR HASH
- C.P.s: 2. VS. DEFENSE WITH MAN IN POST:
 - a. COVERED-RUN 4 ROUTE AT 16 YDS. DEEP.
 - b. NOT COVERED - RUN 6 ROUTE AT 20 YDS. DEEP

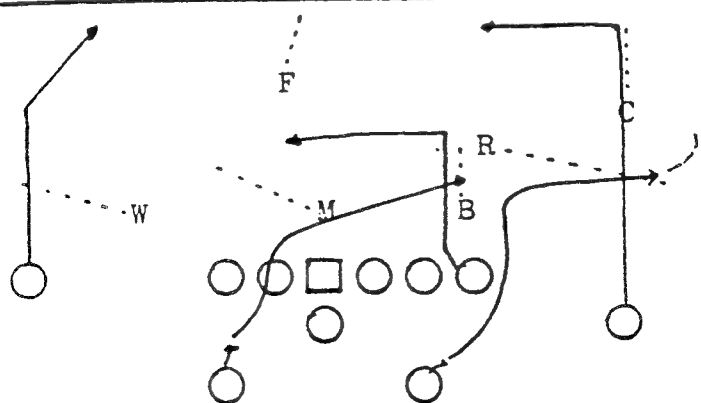
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SPLIT MAX ROUTE 7 RELEASE EXPLODE ADJ. Vs. CLOUD BURST

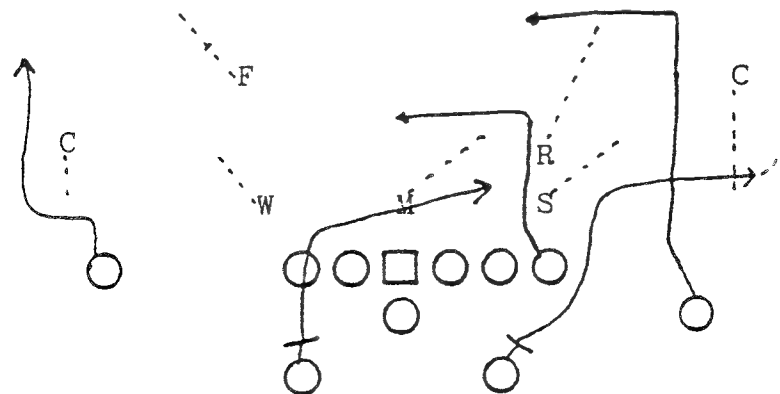
1. VS. CLOUD FORCE: BURST RUN 7 ROUTE ON SAFETY
- C.P.s: 2. NO CLOUD FORCE CONVERT 7 ROUTE to 5 ROUTE AT 18 YDS. DEPTH.
3. VS. CROWD TECHNIQUE RUN 7 ROUTE ON CORNER
4. KNOW DIFFERENCE BETWEEN 7CROWD AND 1 CROWD!



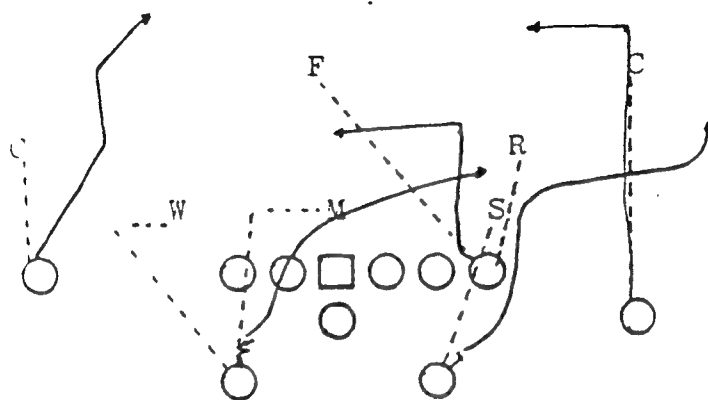
COVER 4 FREE



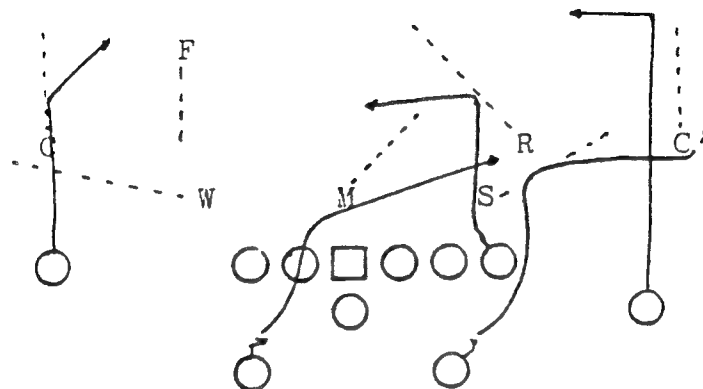
COV 1 SKY



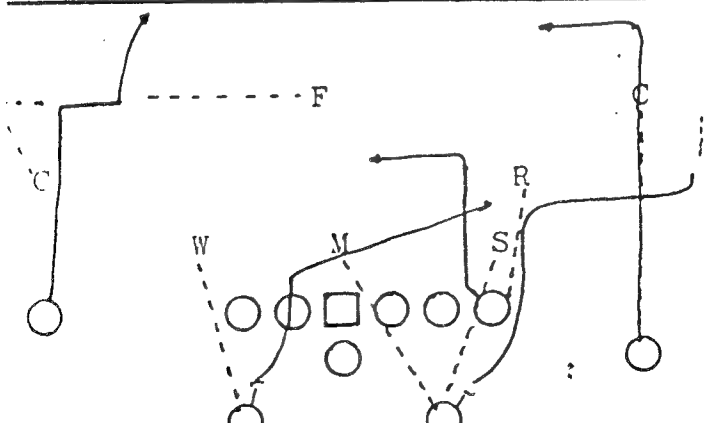
COV 2

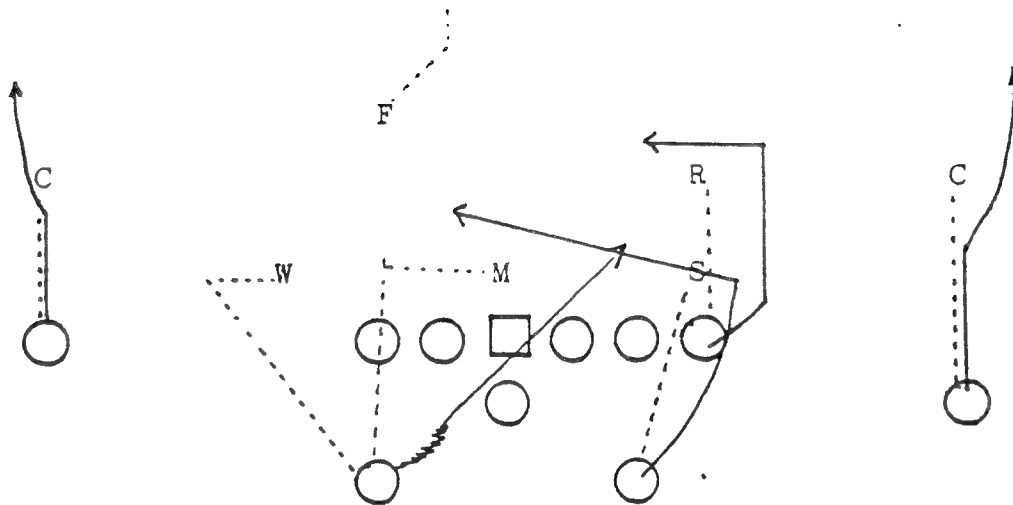


COV 3 Z

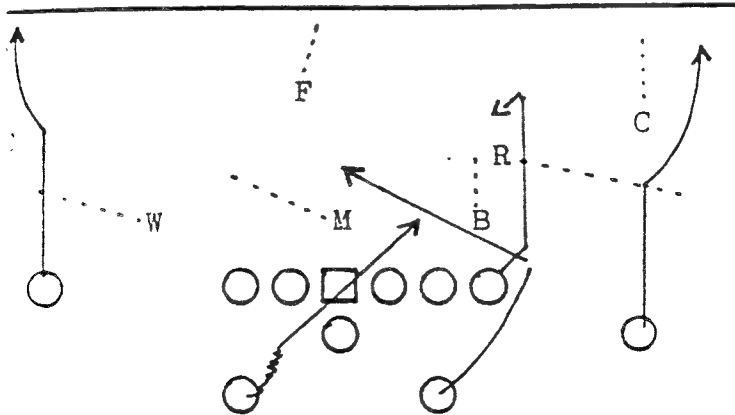


COV 5 LIGHTNING

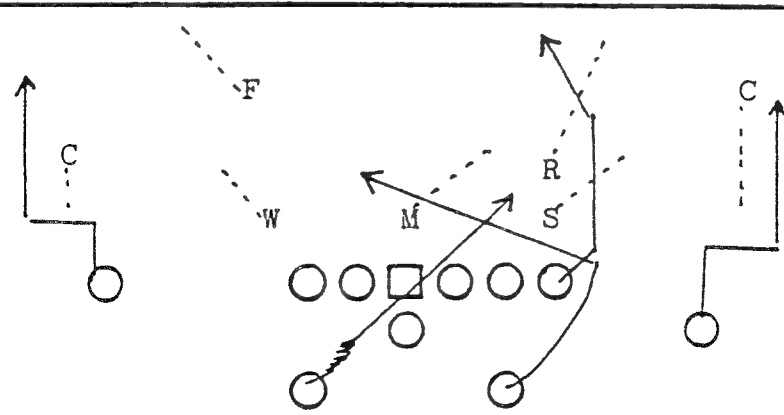




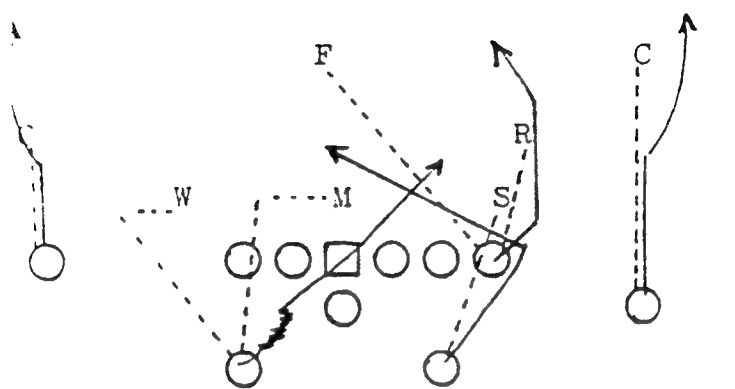
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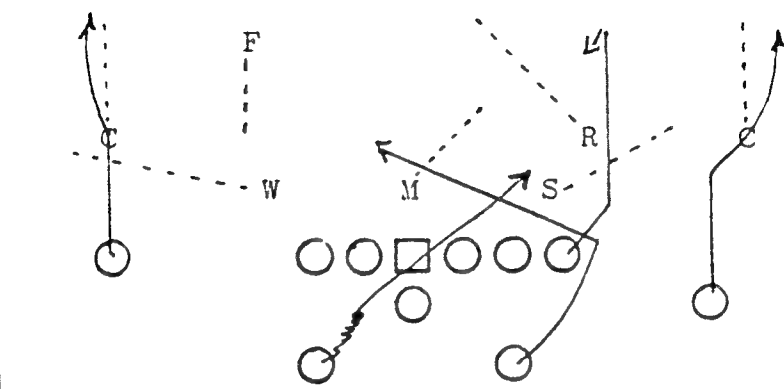
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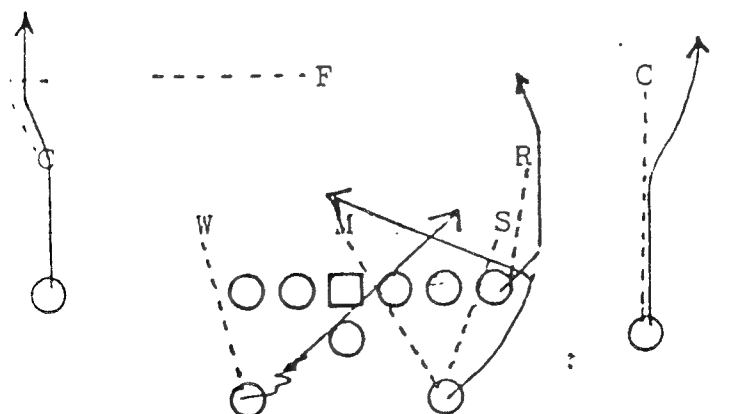
COVER 2



COVER 3 Z



COVER 5 LIGHTNING



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 989 FLARE CONTROL B CROSS
QUARTERBACK ZONE ROUTE - THINK STRONGSIDE SNEAK
 (DBL CROSS)
 P.S.L. SAFETIES READ MAC - ROVER DROP 7 STEPS

PROGRESSION Y-A-B

1. TAKE A GOOD 7 STEP DROP.
- C.P.s: 2. TRY TO WORK Y
3. IF UNDERNEATH COV. IS TOO DEEP TO DO SO; WORK YOUR BACKS
4. VS. WEAK COVERAGES, YOU MAY HAVE Z. (COV. 5 & 6)
5. VS. STRONG COVERAGES, YOU MAY HAVE X. (COV. 3)
6. VS. BLITZ GO TO WR'S.

REC. ADJs Vs CLOUD X FADE Y NONE Z FADE: Y's ADJ. Vs. COV. 2 B&R

HALFBACK

Protection S.P.U. WILL ROUTE SNEAK

1. SET UP INSIDE TO CHECK WILL.
- C.P.s: 2. DELAY YOUR RELEASE LONG ENOUGH FOR B TO EXECUTE HIS CROSS ROUTE FOR LE'ERS TO DROP.
3. TRY TO RELEASE INSIDE YOUR TACKLE IF DEFENSIVE FRONT ALLOWS IT.
4. CROSS TO A DEPTH OF 5 YDS DEEP OVER Y'S ALIGNMENT.
- FULLBACK 5. DON'T LOOK FOR BALL UNTIL YOU CLEAR PROTECTION..

Protection S.P.U. STUB ROUTE CROSS RELEASE INSIDE

1. CHECK STUB QUICKLY, GOOD ARC RELEASE.
- C.P.s: 2. GET TO A 4 YD. DEPTH ON B.P. & CROSS TO 7 YDS. DEEP OVER FAR TACKLE.
3. COME UNDERNEATH MAC OR WILL - CREATES A PICK TECH. FOR A BACK.

X

SPLIT NORMAL ROUTE 9 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

1. YOUR JOE VS. MOST COVERAGES IS TO TIE UP CORNER AND FRANK.
- C.P.s: 2. VS. INSIDE TECHNIQUE OF CE. BE ALERT FOR BALL
3. RELEASE OUTSIDE CB.

Y

SPLIT NORMAL ROUTE 8 RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

ADJ. Vs. COV. 2: B&R

1. OUTSIDE RELEASE. READ ROVER & FRANK FOR COVERAGE
- C.P.s: a. C-2 RUN POST ROUTE. STAY ON OR OUTSIDE NEAR HASH.
- b. VS. COVERAGES WITH DE IN POST AREA.
- (1) COVERED-RUN 4 ROUTE AT 16 YDS. DEEP
- (2) UNCOVERED - RUN 6 ROUTE AT 20 YDS. DEEP.

Z

SPLIT NORMAL ROUTE 9 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

1. YOUR JOB VS. MOST COVERAGES IS TO TIE UP CORNER AND ROVER.
- C.P.s: 2. VS. INSIDE TECHNIQUE OF CB BE ALERT FOR BALL.
3. RELEASE OUTSIDE CB.

COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 727 FLARE CONTROL UP-Y
QUARTERBACK THINK STRONGSIDE DELAY

P.S.L. SAFETIES READ MAC TO ROVER DROP 7 STEPS

PROGRESSION B-Y-Z. IF YOU READ C-4 - THINK A BACK ON WILL.

- C.P.s:
1. CHECK THE B BACK FIRST, GIVING Y TIME TO COME BACK INSIDE
 2. VS. A ZONE READ YOU WILL BE GOING TO Y TO Z.
 3. VS MAN AND COMBOS (3-6-4) THE FB HAS A GOOD SHOT.
 4. VS BLITZ - THINK WR'S!

REC. ADJs Vs CLOUD X BURST Y NONE Z BURST: Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE UP

- C.P.s:
1. S.P.U WILL ON THE MOVE.
 2. DRIVE AT INSIDE SHOULDER OF WILL - VS MAN BEAT HIM INSIDE
 3. BE ALERT FOR BALL ON C-4.

FULLBACK

Protection S.P.U. STUB ROUTE UP RELEASE INSIDE

- C.P.s:
1. S.P.U. STUB ON THE MOVE. GO FULL SPEED.
 2. RUN A CLOSE FLARE UP TO 8 TO 10 YDS. DEEP THEN BREAK FOR FLAG.
 3. ANGLE OUT TO A SPOT 20 YDS. DEEP AND BEHIND Z'S ROUTE.
 4. THE QB IS CHECKING YOU FIRST SO BE ALERT. DON'T GET HELD UP.

X

SPLIT WIDE ROUTE 7 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s:
1. READ COVERAGE ON RELEASE.
 2. VS CLOUD FORCE RUN BURST 7 ON FRANK.
 3. NO CLOUD FORCE, CONVERT 7 TO 5 ROUTE, BREAKING POINT IS 18 YDS. DEEP.

Y

SPLIT NORMAL ROUTE 2 DELAY RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

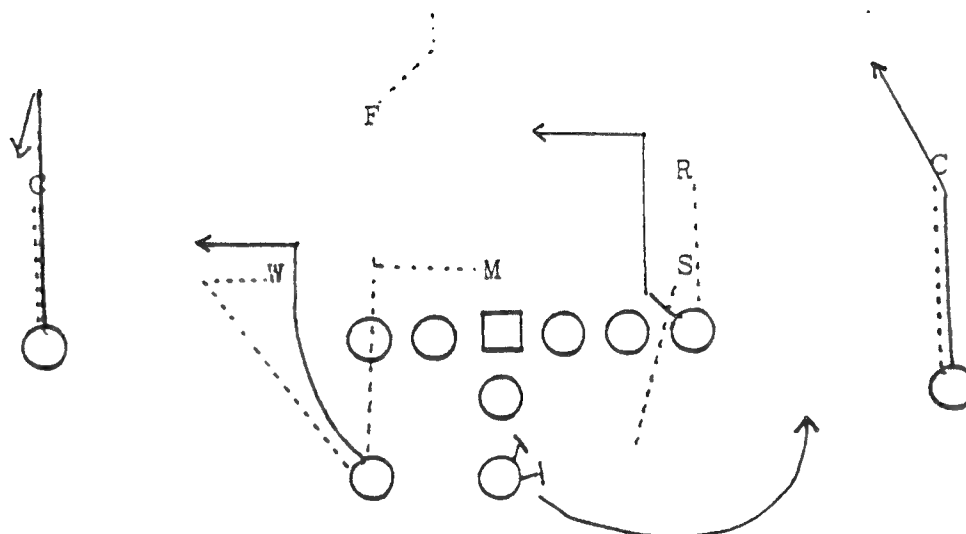
ADJ. Vs. COV. 2: NONE

- C.P.s:
1. OUTSIDE RELEASE - RUN AS IF YOU ARE RELEASING ON A 5 ROUTE
 2. WORK TO A DEPTH OF 5 YDS AND GOOD WIDTH, LET B CLEAR.
 3. NOW THAT IT'S CLEARED OUT, COME BACK UNDER B, LOOKING FOR THE BALL.
 4. IF YOU ARE UNCOVERED ON BREAK, YOU CAN HOOK UP.

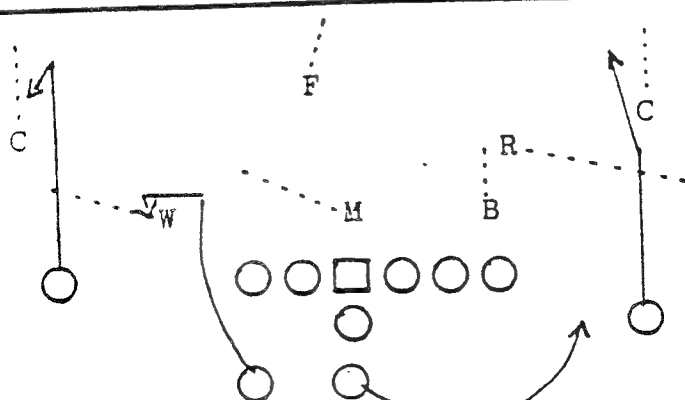
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SPLIT WIDE ROUTE 7 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

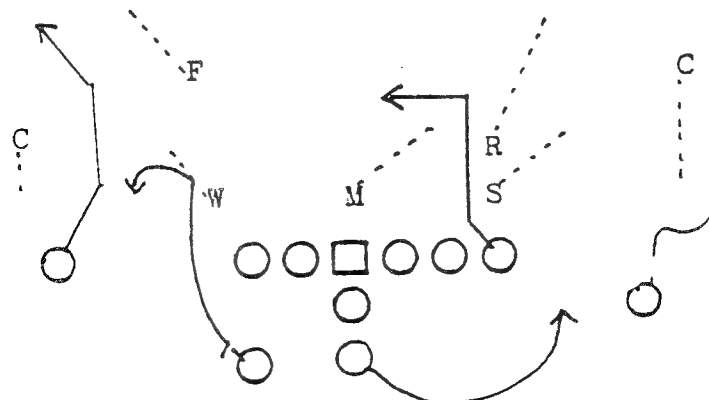
- C.P.s:
1. READ COVERAGE ON RELEASE
 2. VS CLOUD FORCE RUN BURST 7 ON ROVER.
 3. NO CLOUD FORCE, CONVERT 7 TO 5 ROUTE. B.P. is 18 YDS. DEEP.



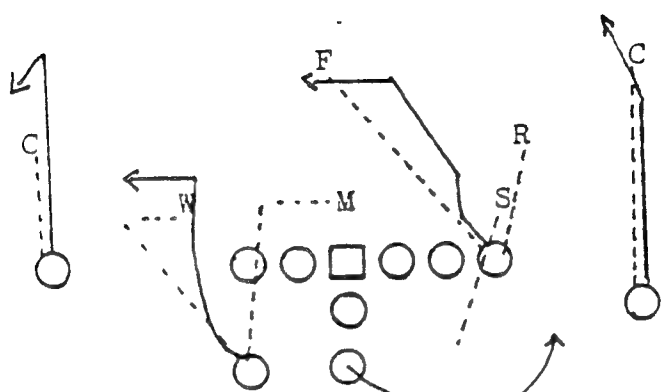
COVER 4 FREE



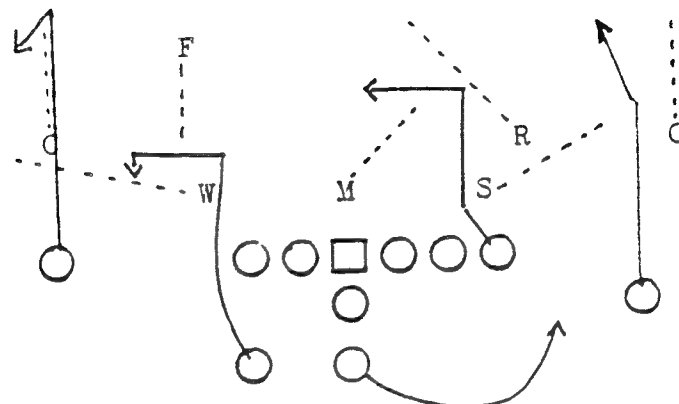
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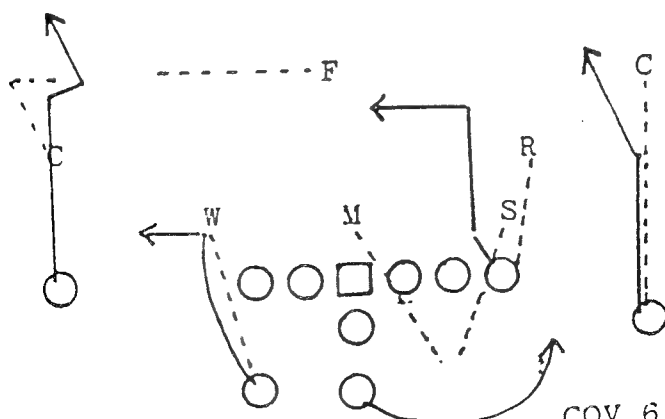
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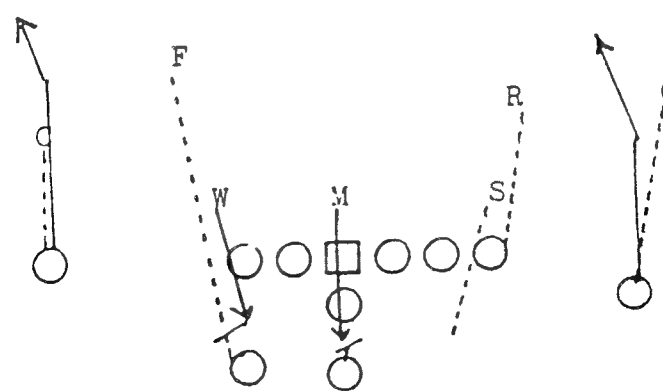
COVER 3 Z



COVER 5 LIGHTNING



COVER 6



COVER 9

COACHING POINTS

Y	PATTERN
<p>ON-SIDE TACKLE</p> <p>CALL SIDE</p>	<p>BLOC END MAN ON LINE OF SCRIMMAGE (EMLOS) PASS SET BACK, CHECKING WILL ON DROP, NO DOG, HELP OR TAKE D.E. DEPENDING ON HIS PATH. YOU & YOUR GUARD WILL AREA BLOC WILL & D.E. - "STAY" CALL BY YOUR GUARD KEEPS YOU ON D.E.</p>
<p>ON-SIDE GUARD</p> <p>CALL SIDE</p>	<p>YOU & YOUR TACKLE WILL AREA BLOC THE DE & WILL - IF COVERED, PASS SET BACK & LOOK TO OUTSIDE AS YOU SET, TAKE DE IF ON INSIDE RUSH, -UPFIELD RUSH LOOK FOR WILL INSIDE OR TO HELP YOUR TACKLE-UNCOVERED, BUT VS. 70 DEF MAKE "STAY" CALL TO YOUR TACKLE, LETTING HIM KNOW TO STAY ON D.E. BECAUSE YOUR LB MOVED UP TIGHT, YOU MUST DOUBLE READ YOUR LB TO WILL IN THIS SITUATION.</p>
CENTER	<p>YOU WILL BLOCK TO ON D.T. IF UNCOVERED, GIVE YOURSELF A LITTLE ROOM TO PICK UP T-T STUNTS - YOU & CALL SIDE GUARD WILL HANDLE E-T'S & T-E WITH AREA PICKUP - YOU WILL ALWAYS TURN TO CALL SIDE ON 30 DEF LOOKING FOR INSIDE LB. TURN TO CALL VS. 90 WORKING WITH YOUR CALL SIDE GUARD ON D.T. & WILL. VS. 70 DEF, CALL STAY & BLOC NOSE ALONE.</p>
<p>'FSIDE</p> <p>GUARD</p>	<p>VS. 40, BASE BLOC D.T. IF HE COVERS YOU - IF UNCOVERED, YOU WILL BLOC THE NOSE, GIVE YOURSELF SOME SET ROOM BACK FROM LOS. & GET YOURSELF IN AN IN-BETWEEN POSITION - 40 DEF YOU HAVE YOUR D.T. M/M ON T-T STUNT - VS. 70 & 50 DEF MAKE "COVERED" CALL & BLOCK D.T.</p>
<p>OFFSIDE TACKLE</p>	<p>BASE BLOC D.E. - BUBBLE YOUR SIDE, ALERT FOR INSIDE RUSH BY YOUR D.E.. YOU HAVE HIM M/M IF YOUR GUARD IS COVERED, HANDLE E.T'S & T.E.'S IN THE NORMAL WAY.</p>
<p>QUARTER BACK</p>	
B BACK	<p>KEY CALL AWAY FROM YOU S.P.U. = DOUBLE RESPONSE, VS. 4 MAN LINE MAC TO STUB VS. (30) 3 MAN LINE, BUCK TO STUB IF YOU ARE TO KEY CALL SIDE YOU ARE FREE TO RUN ROUTE N.P.U.</p>
A BACK	<p>KEY CALL AWAY FROM YOU S.P.U. = DOUBLE RESPONSE VS. 4 MAN LINE MAC TO WILL VS. (30) 3 MAN LINE, MAC TO WILL, IE: YOU ARE TO KEY CALL SIDE YOU ARE FREE TO RUN ROUTE N.P.U.</p>

COACHING POINTS

SERIES & PROTECTION KEY PATTERN 748 FLARE CONTROL WIDE

QUARTERBACK THINK WEAKSIDE

P.S.L. SAFETIES READ MAC & FRANK DROP 7 STEPS

PROGRESSION X-A-Y TO Z OVER THE TOP

- C.P.s:
1. TAKE A GOOD 7 STEP DROP & READ MAC TO FRANK, CONCENTRATE X TO A
 2. STAY WEAKSIDE UNLESS YOU HAVE TO FORCE THE BALL, THEN THINK Y TO Z
 3. IF FRANK MOVES FLAT TO X OR Y - BE READY TO GO TO Z
IF MAC GOES WEAK, YOU MAY BE ABLE TO HIT Y.
- REC. ADJs Vs CLOUD X BURST Y NONE Z FADE Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection N.S.P.U ROUTE WIDE

- C.P.s:
1. RELEASE QUICKLY, DRIVE AT OUTSIDE SHOULDER OF WILL AS IF RUNNING A CLOSE FLARE.
 2. WORK UPFIELD 7 YDS. VS M/M BEAT WILL
 3. IF MAC AND WILL DROP WEAK, STOP IN THE HOLE 7 YDS DEEP.
 4. IF YOU SEE CLOUD FORCE STOP IN HOLE BETWEEN CORNER AND WILL

FULLBACK

Protection KEY ROUTE NONE RELEASE NONE

- C.P.s:
1. YOU HAVE DOUBLE PICK-UP ON TWO LB'ERS.
 2. IF NEITHER DOGS - CHECK FOR CLEAN-UP
 3. RUN BASE IF YOU ARE NOT NEEDED FOR PROTECTION.

X

SPLIT WIDE ROUTE 7 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s:
1. READ CORNER AND FRANK FOR COVERAGE.
 2. VS CLOUD, BURST, RUN 7 ON FRANK
 3. NO CLOUD FORCE, CONVERT 7 TO 5 ROUTE.

Y

SPLIT NORMAL ROUTE 4 RELEASE INSIDE ADJ. Vs. CLOUD NONE

ADJ. Vs. COV. 2: NONE

- C.P.s:
1. INSIDE RELEASE, CHECK INSIDE LB'ER. IF HE DOGS, CHECK POP.
 2. NO DOG RUN 4 ROUTE. GET GOOD DEPTH ON B.P.
 3. YOU CAN RUN THIS 4 UNDER CONTROL
 4. IF MAC WORKS TO YOU, GET BEHIND HIM ON ROUTE.

Z

SPLIT WIDE ROUTE 8 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

- C.P.s:
1. DRIVE OFF L.O.S. AND PUSH THE CORNER DEEP, ATTEMPTING TO TURN HIM OUTSIDE.
 2. GIVE HIM A MOVE AT THE TOP OF YOUR STEM & GO TO POST.
 3. BE ALERT FOR DOG COVERAGE. CHECK ROVER, BEAT THE CE ANYWAY YOU CAN.
 4. BURST VS CLOUD & RUN 8 ON ROVER

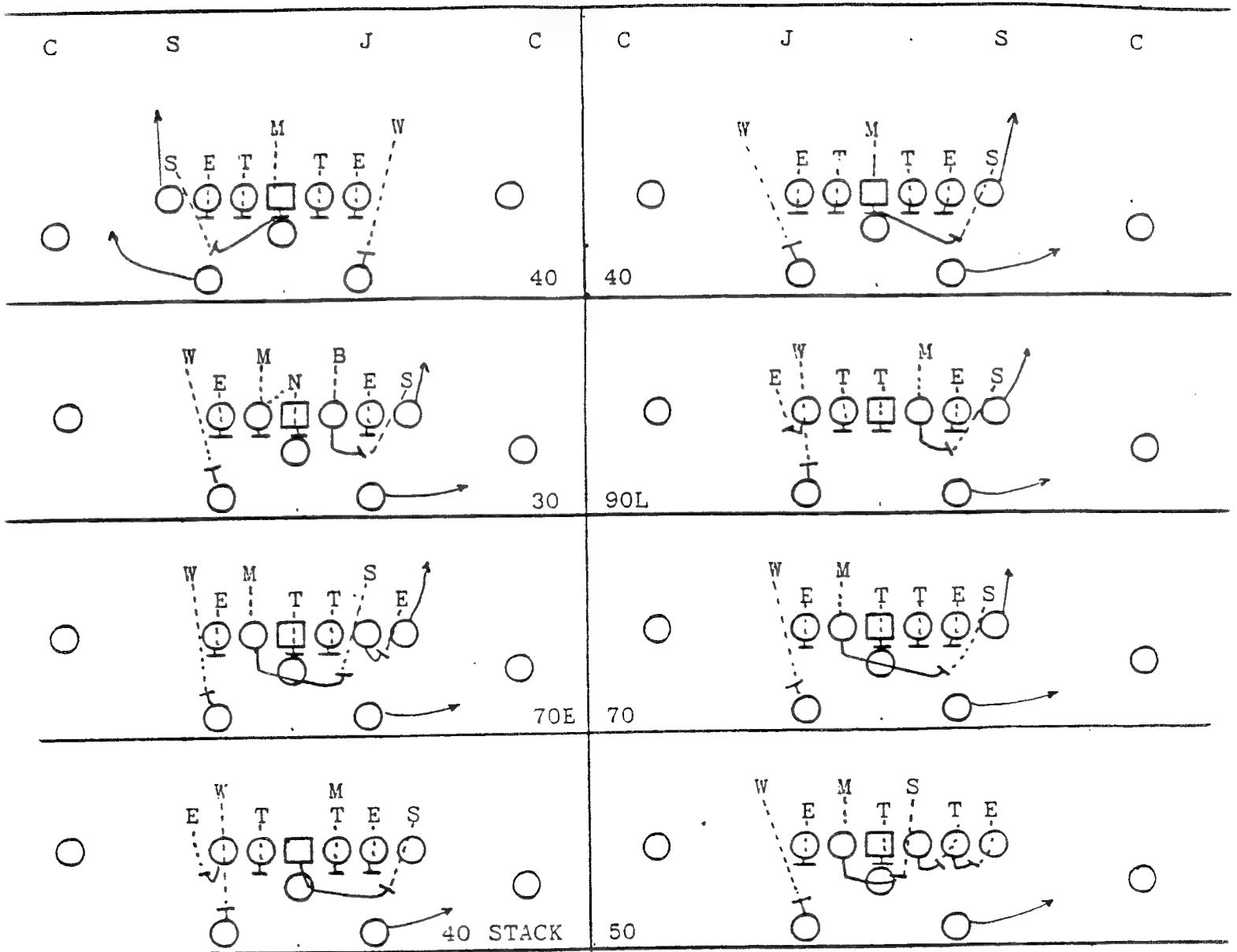
SCOT PROTECTION

THE SCOT SERIES IS A PROTECTION CALL - CALLED EITHER RIGHT OR LEFT, BUT ALWAYS TO A TIGHT END POSITION. IT ALLOWS US TO GET OUR B BACK INTO THE PATTERN IMMEDIATELY WITHOUT HAVING SWING PICK-UP. THE UNCOVERED LINEMAN TO THE CALLED SIDE HAS DOUBLE PICK-UP ON MAC OR BACK TO STUB. Y MUST RELEASE INSIDE IN THE EVENT THE QB WANTS TO POP THE BALL TO HIM. THE A BACK HAS NORMAL SWING PICK-UP.

OTHER SERIES CALLS CAN BE COMBINED AS A SECONDARY CALL WITH THE SCOT SERIES

EXAMPLE: SCOT-FIRM 96

SCOTT PROTECTION



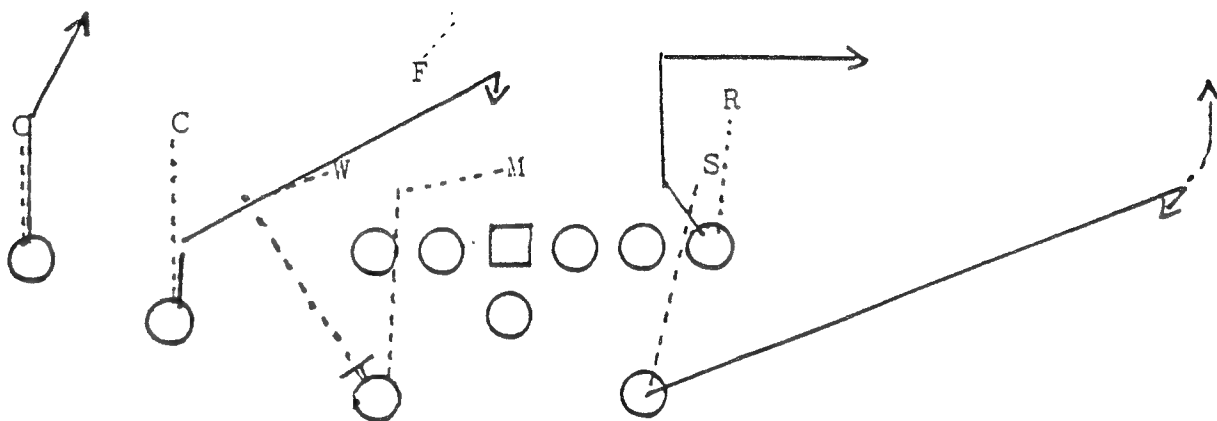
BLOCKING RULES

Y	PATTERN
ONside TACKLE :	BASE BLOC D.E.
ONside GUARD :	COVERED, BASE BLOC D.T. - UNCOVERED, BLOC ILB TO STUB
CENTER :	COVERED, BASE BLOC NOSE TACKLE - UNCOVERED, BLOC MAC TO STUB
OFFside GUARD :	COVERED, BASE BLOC D.T. - UNCOVERED BLOC MAC TO STUB EXCEPTION 30)
OFFside TACKLE :	BASE BLOC D.E.
A BACK :	S.P.U. OUTSIDE BACKER - PATTERN
B BACK :	N.P.U. RUN ROUTE

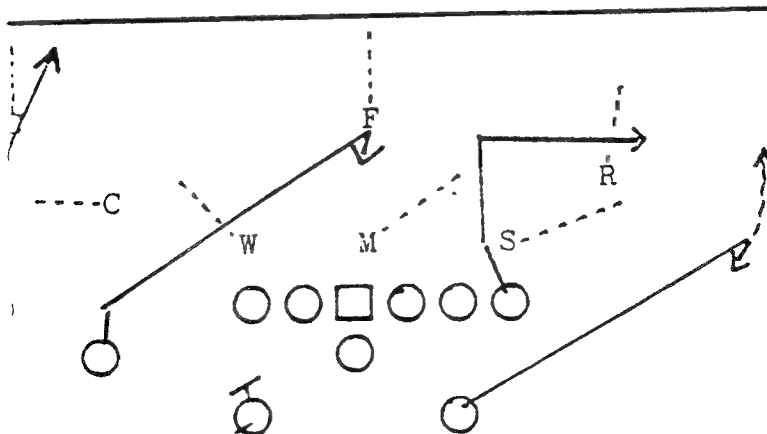
COACHING POINTS

Y	PATTERN
ON SIDE TACKLE Y SIDE	BASE BLOC D.E. - BUBBLE YOUR SIDE BE READY TO HANDLE D.E. ON INSIDE ALONE, YOU'LL HAVE HIM M/M AS YOUR GUARD WILL BE COMING OUT FOR STUB.
ON SIDE GUARD	BASE BLOC D.T. - VS 40 YOU WILL BE ON D.T. M/M ON TT STUNT IF YOU UNCOVERED, DROP BACK, CHECKING ILB AS YOU DROP; NO DOG, THEN OUT TO STUB - NO STUB, COME BACK IN A LITTLE TO HELP OCN OR YOUR OTT.
CENTER	UNCOVERED, WILL HAVE YOU COMING OUT FOR STUB AFTER CHECKING MAC - IFF NEITHER, COME HELP TO THAT SIDE. IF COVERED 30 DEF; OVER PLAY NOSE TO SIDE OF BUBBLE AS YOU WILL AUTO. LU OR RAY - COVERED WITH 70 OR 90 DEF., YOU HAVE NOSE TACKLE M/M.
OFFSIDE GUARD	BASE BLOC D.T. - VS. 40, YOU WILL BE ON D.T. M/M ON TT STUNTS- IF UNCOVERED. DROP BACK, CHECKING MAC AS YOU DROP, NO DOG THEN CONTINUE OUT FOR STUB, NO STUB COME BACK & HELP. VS. 30 DEF., LU & RAY WILL AUTO BE USED AWAY FROM SCOT.
OFFSIDE TACKLE OPEN SIDE	BASE BLOC D.E. ALONE - VS. ANY BUBBLE BE ALERT TO SHUTDOWN ANY INSIDE RUSH BY D.E., YOUR GUARD WILL BE PULLING AWAY FOR STUB POSSIBLY.
QUARTER BACK	
B BACK	N.P.U. RUN ROUTE, YOU MAY BE HOT. IF STUB OR ROVER BLITZES.
A BACK	S.P.U. OUTSIDE BACKER. PATTERN.

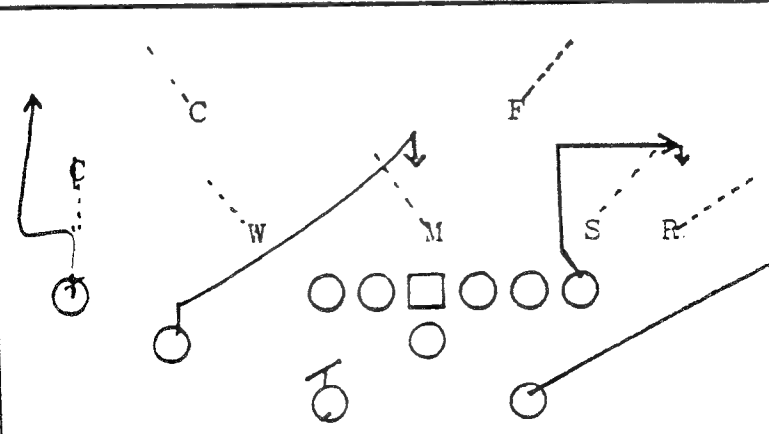
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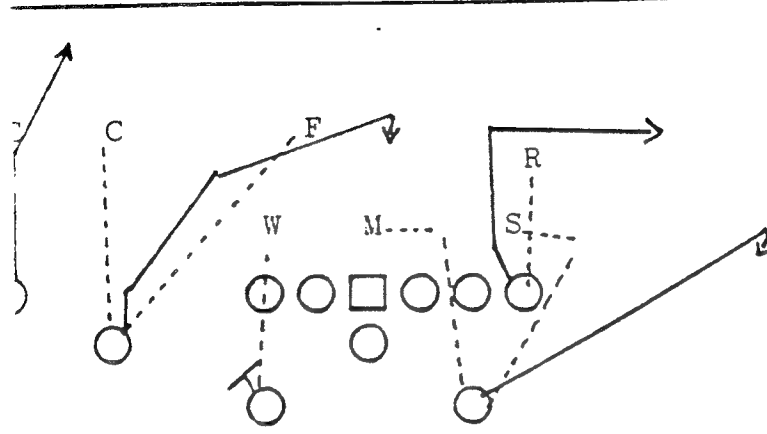
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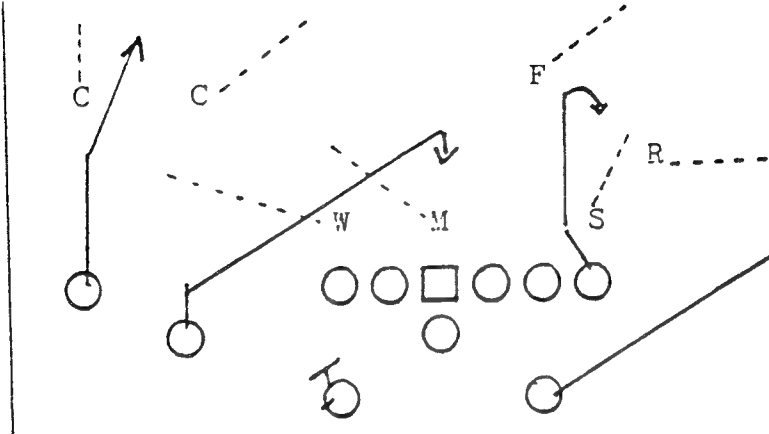
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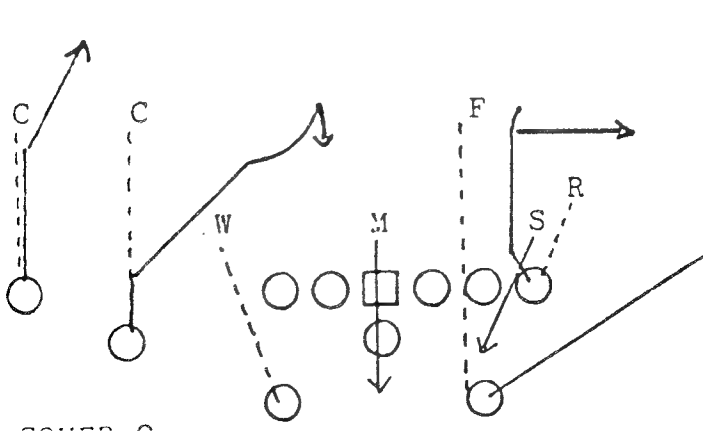
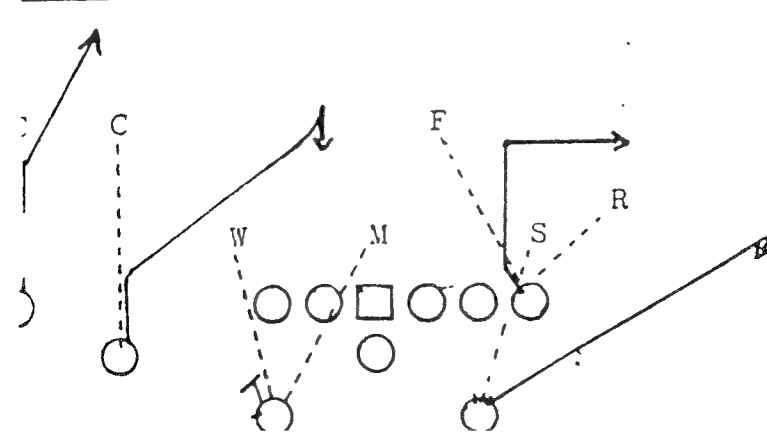
COVER 2



COVER 3 Z



COVER 5 SKY



COACHING POINTS

SERIES & PROTECTION SCOTT PATTERN 368 FLARE CONTROL B HOT

QUARTERBACK THINK WEAK SIDE

P.S.L. FRANK-ROVER READ FRANK-MAC DROP 7 STEPS

- PROGRESSION 1. SCOTT PROTECTION - CHECK MAC OR BUCK TO STUB FOR HOT CONSIDERATION.
- C.P.s: 2. ALERT FOR MAC OR STUB'S DROP, IF EITHER RUN UNDER-NEATH Y GO TO Z.
3. Y'S ADJUSTMENT TO OUTSIDE COVERAGE IS TO HOOK UP.
4. IF FRANK WORKS WEAK, GET OFF Y QUICK AS THEY WILL HAVE YOU OUTNUMBERED ON THE WEAK SIDE.

REC. ADJs Vs CLOUD X FADF Y HOOK-UP Z NONE :Y's ADJ. Vs. COV. 2 HOOK-UP

HALFBACK

Protection S.P.U. WILL ROUTE BASE

- C.P.s: 1. CHECK WILL. IF HE DOGS, STEP UP AND TAKE HIM ON.

FULLBACK

Protection N.S.P.U. ROUTE ARROW RELEASE OUTSIDE

1. N.S.P.U. RELEASE IMMEDIATELY ON A ARROW ROUTE.
- C.P.s: 2. READ COVERAGE. IF YOU ARE BEING COVERED TURN UP NEAR SIDELINE.
3. IF YOU ARE NOT COVERED, STOP 3 YDS. DEEP NEAR THE SIDELINE.
4. IF STUB DOGS, LOOK FOR THE BALL.

X

SPLIT WIDE ROUTE 8 RELEASE VARIABLE ADJ. Vs. CLOUD FADF

- C.P.s: 1. RUN 8 ROUTE.
- 2.

Y

SPLIT NORMAL ROUTE 3 RELEASE INSIDE ADJ. Vs. CLOUD HOOK-UP

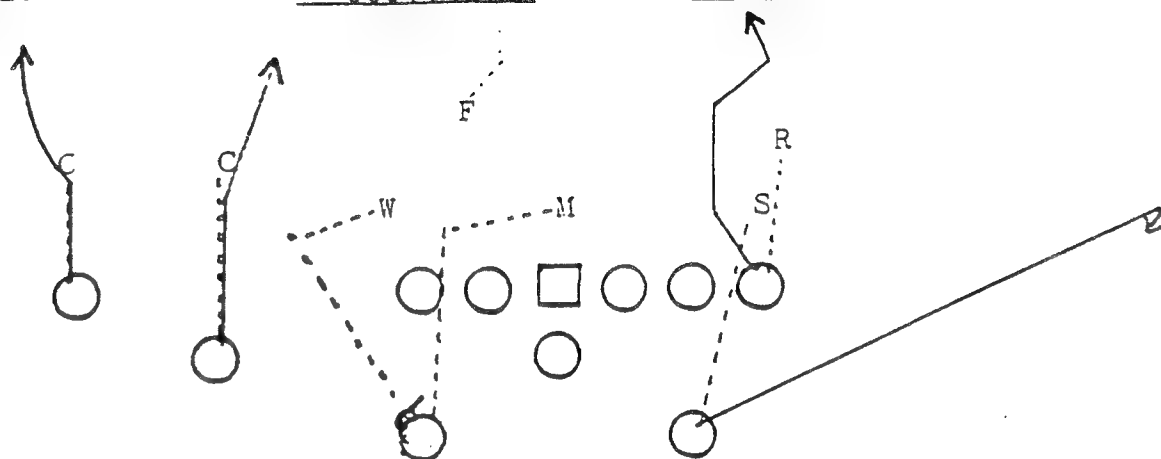
ADJ. Vs. COV. 2: HOOK-UP

- C.P.s: 1. INSIDE RELEASE 3 ROUTE.
2. YOUR B.P. WILL VARY ACCORDING TO FRONTS and COVERAGE.
- A. VS 30. B.P. IS 8 YDS. DEEP. DON'T LET BUCK RUN UNDER
- B. VS 40-B.P. IS 10-12 YDS. DEEP.
3. READ OUTSIDE COVERAGE ON BREAK, YOU MAY HAVE TO HOOK-UP.

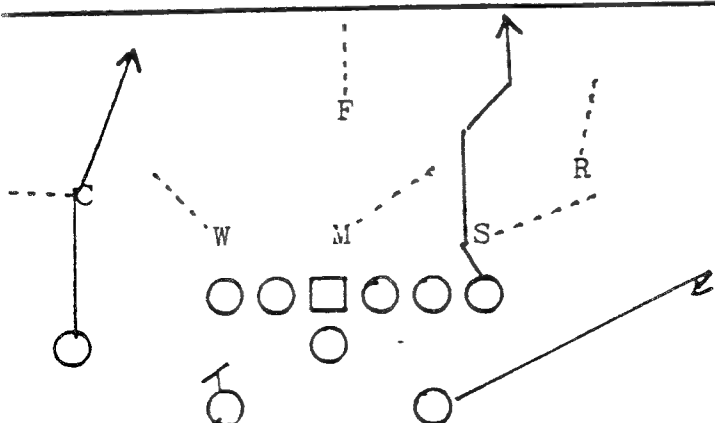
Z

SPLIT SLOT ROUTE 6 RELEASE INSIDE ADJ. Vs. CLOUD NONE

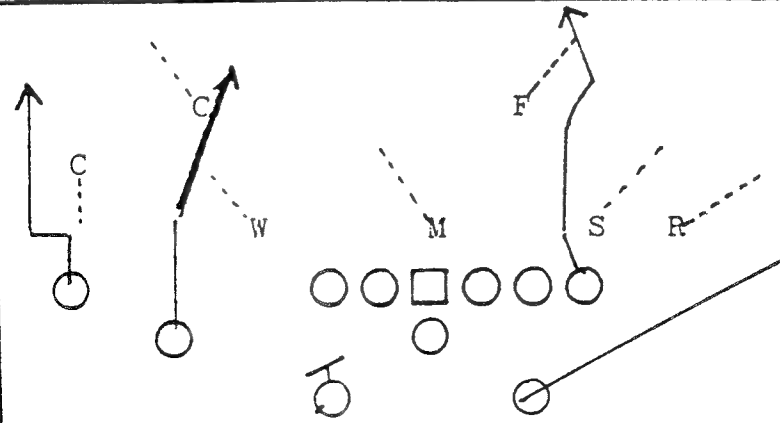
- C.P.s: 1. TRY TO RELEASE INSIDE WILL, COME UNDER MAC, AND FAN TO A DEPTH OF 10 YDS. DEEP OVER BALL.
2. DECLARE YOUR 6 ROUTE, BUT IF YOU ARE COVERED, YOU CAN SLIDE BACK OUT TO GET OPEN.
3. CAN USE RUN AWAY VS PRESS.



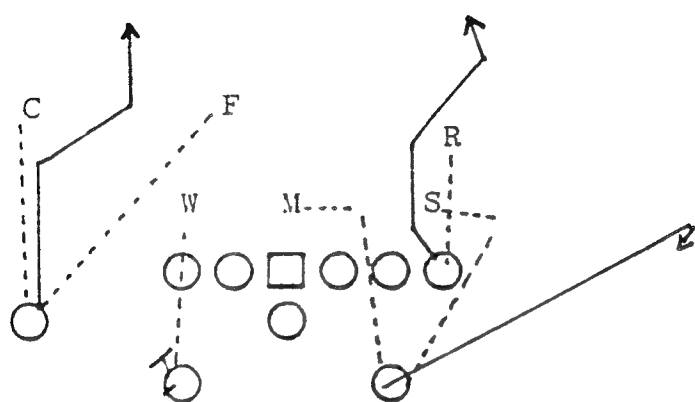
COVER 4 FREE



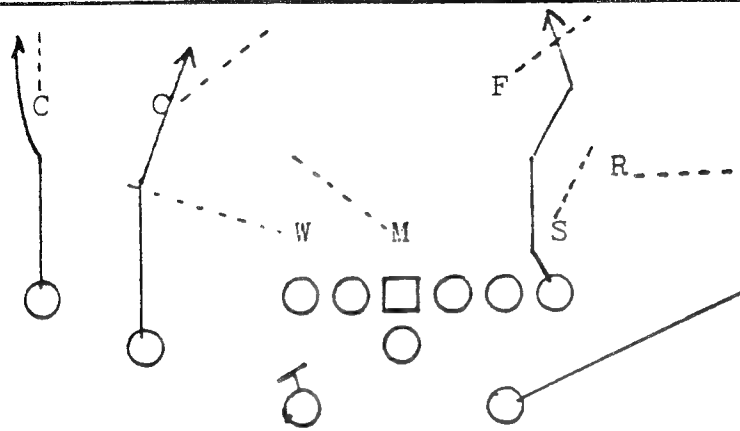
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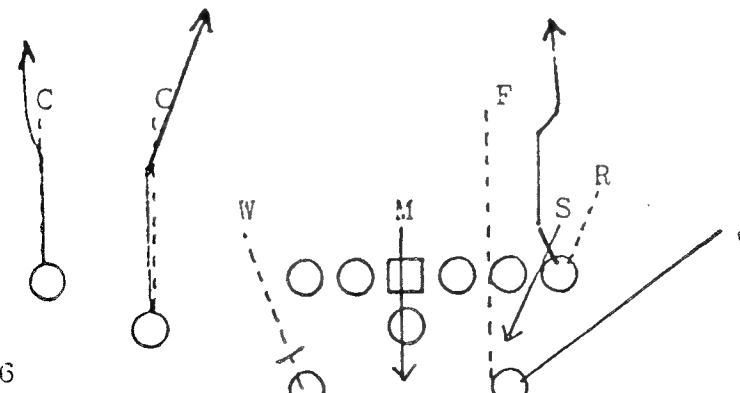
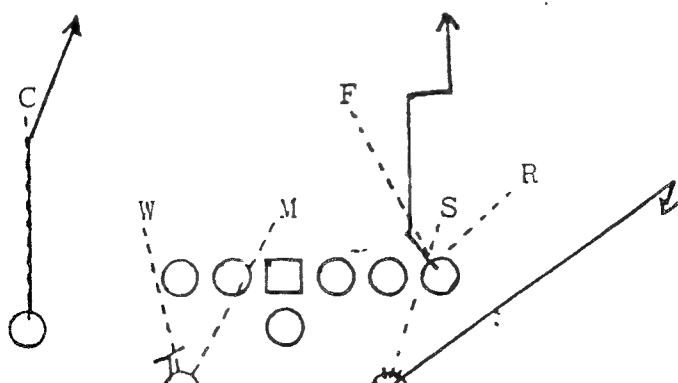
COVER 2



COVER 3 Z



COVER 5 SKY



COACHING POINTS

SERIES & PROTECTION SCOTT PATTERN 399 Y GO FLARE CONTROL B HOT

QUARTERBACK

P.S.L. SAFETIES READ FRANK-MAC DROP 7 STEPS

PROGRESSION 1. SCOTT PROTECTION. CHECK MAC OR BUCK TO STUB FOR HOT CONSIDERATIONS.

C.P.s: 2. READ DROP OF FRANK. IF HE WORKS WEAK, GO TO X OR Z ON 9 ROUTES.

3. IF FRANK DROPS DEEP OR WORKS STRONG, READ MAC OR STUB'S COVERAGE, AND GO TO Y.

4. THE X OR Z ROUTES WILL SHOW QUICKER THAN Y.

REC. ADJs Vs CLOUD X FADE Y NONE Z NONE :Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE NONE

C.P.s: 1. CHECK WILL. IF HE DOESN'T DOG, HELP ON YOURSIDE AND PROTECT QB.

FULLBACK

Protection N.S.P.U. ROUTE ARROW RELEASE OUTSIDE

C.P.s: 1. RELEASE IMMEDIATELY ON AN ARROW ROUTE.
2. READ STUB, IF HE DOGS, LOOK FOR BALL.
3. AS YOU APPROACH THE SIDELINE, TURN-UP.

X

SPLIT WIDE ROUTE 9 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

C.P.s: 1. YOU MUST KEEP YOUR ROUTE TO THE OUTSIDE AS Z IS ALSO RUNNING A 9 ROUTE.
2. VS. CROWD OR INSIDE TECHNIQUE LOOK FOR THE BALL.

Y

SPLIT NORMAL ROUTE 3 GO RELEASE INSIDE ADJ. Vs. CLOUD NONE

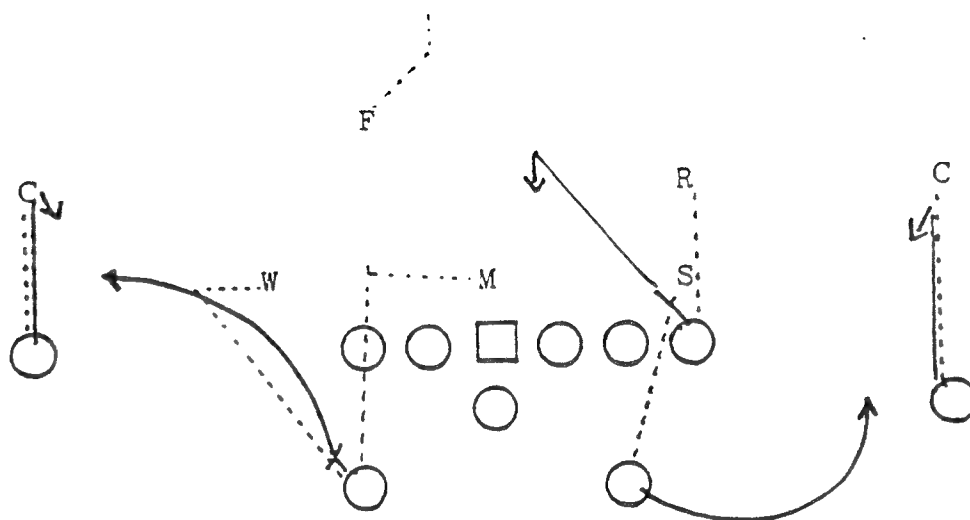
ADJ. Vs. COV. 2: NONE

C.P.s: 1. INSIDE RELEASE, CHECK "POP".
2. GIVE A GOOD 3 STEP STICK MOVE AT 5-8 YDS. DEEP.
3. BREAK BACK TO THE POST AT A 45° ANGLE, STAYING ON OR OUTSIDE YOUR HASH.
4. LOOK OVER INSIDE SHOULDER.

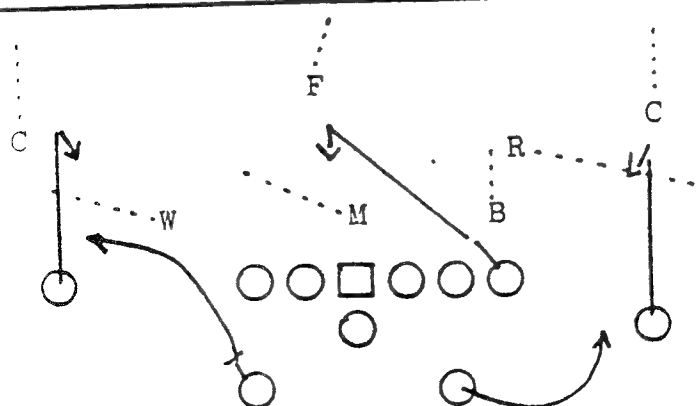
Z

SPLIT SLOT ROUTE 9 RELEASE VARIABLE ADJ. Vs. CLOUD NONE

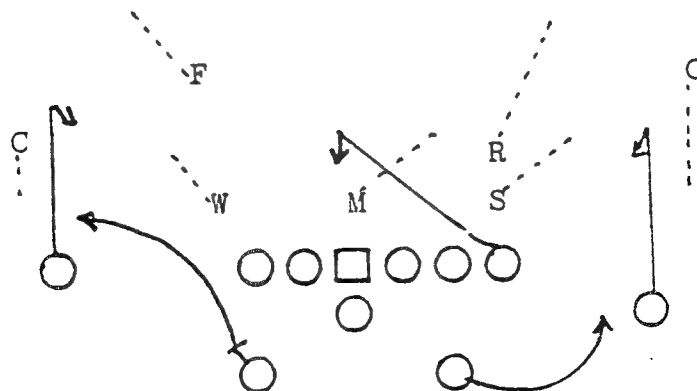
C.P.s: 1. RUN A 9 ROUTE ON DEFENSIVE BACK.
2. TRY TO BREAK INSIDE, BUT DON'T CROSS YOUR HASH.
3. KEEP THE ROUTE UP FIELD.



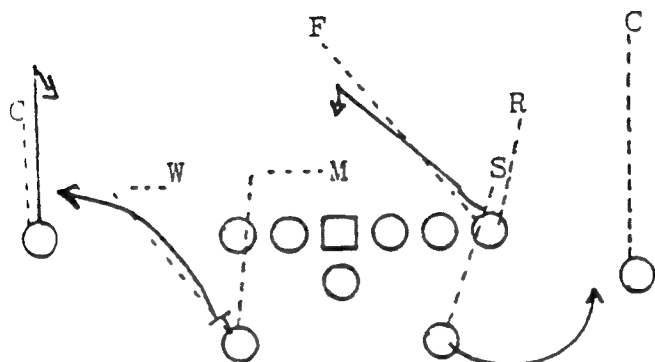
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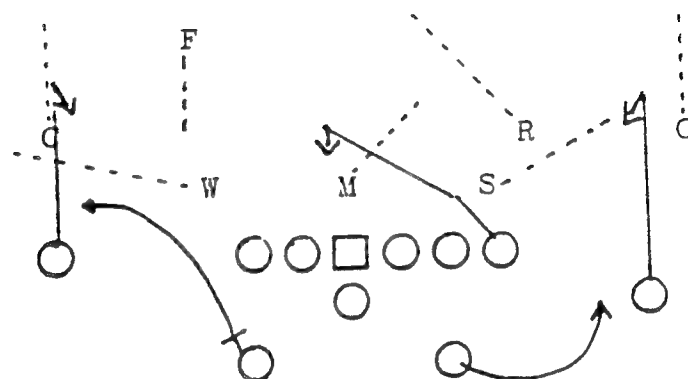
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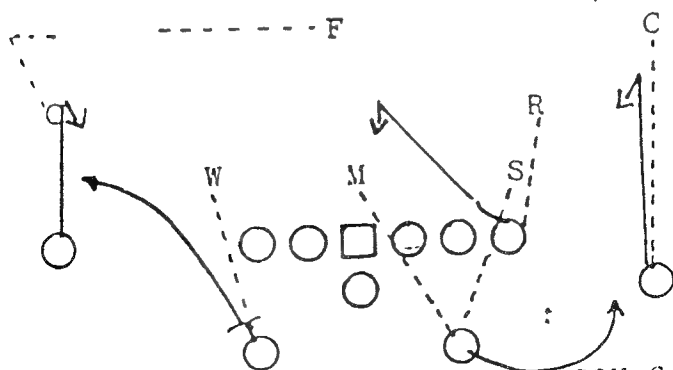
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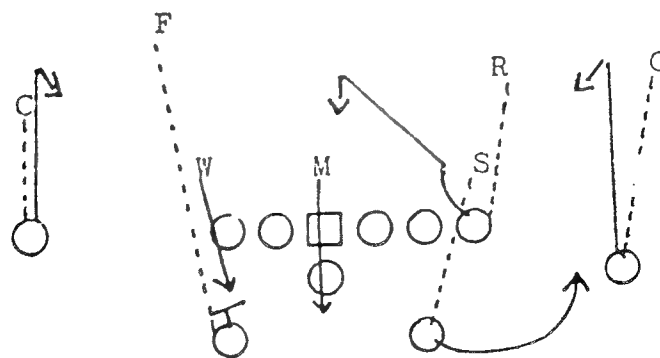
COVER 3 Z



COVER 5 LIGHTNING



COVER 6



COVER 9

COACHING POINTS

SERIES & PROTECTION FIRM-SCOTT PATTERN 666 FLARE CONTROL BASE

QUARTERBACK THINK STRONGSIDE

P.S.L. SAFETIES READ MAC-ROVER DROP 5 STEPS

PROGRESSION Z-B-Y

- C.P.s:
1. VS MAC OR BUCK DOG, CHECK STUB TO SEE IF YOU NEED TO POP BALL TO Y OR B
 2. GET THE BALL TO Z ON THE BREAK. ALERT FOR ROVER
 3. VS CLOUD Z WILL BURST INTO THE HOLE, IF DB HANGS ON HIM GO TO B
 4. MUST BE ALERT FOR C-3 COVERAGE.

REC. ADJs Vs CLOUD X BURST Y NONE Z BURST Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL - FIRM ROUTE BASE

- C.P.s:
1. RELEASE QUICKLY READING WILL ON THE MOVE, LOSING GROUND SLIGHTLY.
 2. DO NOT CROSS L.O.S. - X ON FIRM 6
 3. AS YOU GET YOUR WIDTH, TURN & FACE QB.

FULLBACK

Protection N.S.P.U. ROUTE BASE(FIRM) RELEASE OUTSIDE

- C.P.s:
1. N.S.P.U. RELEASE IMMEDIATELY LOSING GROUND SLIGHTLY.
 2. ROLL THRU ORIGINAL ALIGNMENT OF Z.
 3. ON RELEASE CHECK STUB FOR DOG - YOU MAYBE HOT ON SCOTT CALL.

X

SPLIT WIDE ROUTE 12 YD 6 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s:
1. GET TO B.P. QUICKLY 12 YDS. DEEP.
 2. BURST VS. CLOUD FORCE.
 3. INSIDE & OUTSIDE RELEASE CAN BE USED.

Y

SPLIT NORMAL ROUTE 6 RELEASE INSIDE ADJ. Vs. CLOUD NONE

ADJ. Vs. COV. 2: NONE

- C.P.s:
1. INSIDE RELEASE. CHECK DROP OF MAC OR BUCK.
 2. IF EITHER IS MOVING FLAT TOWARD YOU, WALL HIM OFF.
 3. EITHER DOG LOOK FOR POP.
 4. IF THEY ZONE DROP RUN 6 ROUTE AT 8 YDS. DEEP.

Z

SPLIT WIDE ROUTE 12 YD 6 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s:
1. GET TO 12 YDS. B.P. QUICKLY.
 2. BURST VS CLOUD FORCE, BUT WORK UP THRU DB INSIDE SHOULDER.
 3. BE ALERT FOR BALL ON THE BREAK.

RIP AND LIZ PROTECTION

RIP AND LIZ PROTECTION IS USED VS. A 30 DEFENSE ONLY. ITS PURPOSE IS TO BE ABLE TO GET OUR BACKS OUT IN FLARE CONTROL BY KEYING EITHER THE MAC OR BUCK LINEBACKER BY THE ONSIDE GUARD AND BACK. BY USING THIS TECHNIQUE IT PREVENTS THE DEFENSE RUSHING THE WILL AND STUB LINEBACKERS AND FORCING OUR BACKS TO STAY IN AND BLOCK. THIS BLOCKING CAN BE AUDIBILIZED AT THE LINE OF SCRIMMAGE.

RIP PROTECTION

LIZ PROTECTION

<p>C S F C</p> <p>30</p>	<p>C F S C</p> <p>30</p>
<p>LARRY 30 SINK STRONG</p>	<p>30 SINK STRONG ROGER</p>
<p>ROGER 30 SINK WEAK</p>	<p>30 SINK WEAK LARRY</p>
<p>LARRY 30-7E</p>	<p>30-7E ROGER</p>

BLOCKING RULES

Y:	PATTERN
ONside TACKLE:	BASE BLOC DE
ONside GUARD:	BASE BLOC ILB TO OLB
CENTER:	BASE BLOC NOSE, FAVOR CALL SIDE
OFFside GUARD:	BASE BLOC ILB & NOSE WITH OCN
OFFside TACKLE:	BASE BLOC DE
A BACK:	IF YOU ARE TO RIP OR LIZ CALL CHECK INSIDE BACKER IF HE DROPS = RELEASE ON ROUTE INSIDE BACKER DOGS S.P.U.
	OUTSIDE BACKER: PATTERN. IF AWAY FROM CALL S.P.U.
B BACK:	IF YOU ARE TO RIP OR LIZ CALL CHECK INSIDE BACKER, IE. HE DROPS. RELEASE ON ROUTE. INSIDE BACKER DOGS. S.P.U.
	OUTSIDE BACKER. PATTERN. IF AWAY FROM CALL S.P.U.
	OUTSIDE BACKER PATTERN

COACHING POINTS

Y	PATTERN
ONside TACKLE Y SIDE	TAKE SHORT SET NO MATTER WHAT THE DEPTH OF QB - YOU WILL BASE BLOC DE ALONE, YOU HAVE HIM M/M - THERE COULD BE HELP FROM YOUR GUARD IF THERE IS NO BLITZ - BE PREPARED TO HANDLE INSIDE - IF YOUR DE SINKS OVER GUARD A LARRY OR ROGER CALL WILL BE MADE, YOU WILL BLOCK #2 MAN ON L.O.S. OUTSIDE NOSE TACKLE - AWAY FROM CALL BLOCK DE ALONE.
ONside GUARD	BASE BLOC LB OVER YOU M/M - IF TO SIDE OF LIZ OR RIP, DROP STRAIGHT BACK, DOUBLE READ YOUR ILB TO OLB YOUR SIDE - IF YOUR ILB DROPS TO COVER, YOU WILL TURN AFTER CLEARING YOUR OTT TO BLOCK OLB. MUST GET THE CORRECT DEPTH & ANGLE ON HIM - D.E. SINKS OVER YOU, LARRY OR ROGER CALL WILL BE MADE PUTTING YOU ON D.E. OVER YOU OR BUBBLE LB WITH OCN.
CENTER	NOSE TACKLE, OVERPLAY HIM A LITTLE TO CALL SIDE AS YOU HAVE HIM M/M IF HE STUNTS THAT WAY - AUTOMATIC LU OR RAY OPPOSITE THE LIZ OR RIP, YOU KNOW YOU HAVE HELP AWAY FROM CALL - IF EITHER D.E. SINKS IN OVER A GUARD, A LARRY OR ROGER CALL WILL BE MADE WHICH PUTS YOU IN AN AUTOMATIC LU OR RAY AWAY FROM LARRY OR ROGER.
FFSIDE GUARD	BASEBLOC ILB M/M IF HE DOGS ANYWHERE ON HIS SIDE OF THE BALL - IF HE DOGS, CROSSING THE BALL, THE OCN WILL HAVE HIM - POSITION YOURSELF AT SNAP, SLIGHTLY DEEPER THE OCN & BEHIND HIS NEAR LEG - IF DE SINKS IN OVER EITHER GUARD A LARRY OR ROGER CALL WILL BE MADE TO SIDE OF SINK - YOUR SIDE, BASE BLOCK D.E., AWAY YOUR SIDE AUTO. LU OR RAY WITH OCN ON NOSE & LB.
OFFSIDE TACKLE OPEN SIDE	YOU WILL BASE BLOC THE D.E. - YOU HAVE HIM M/M - IF EITHER D.E. SINKS OVER THE GUARD A LARRY OR ROGER CALL WILL BE MADE. IF CALL TO YOUR SIDE, YOU WILL BLOCK #2 MAN ON L.O.S. OUTSIDE THE NOSE TACKLE - AWAY FROM CALL, BLOC D.E. M/M
QUARTER BACK	
B BACK	IF YOU ARE TO RIP OR LIZ CALL SIDE YOU HAVE A DOUBLE RESPONSE. WITH O.G. READING INSIDE BACKER, HE DROPS, YOU ARE FREE TO RUN PATTERN. HE DOGS S.P.U. OUTSIDE BACKER = PATTERN = IF YOU ARE AWAY FROM CALL S.P.U. OUTSIDE BACKER YOUR SIDE. PATTERN NOTE = BOTH INSIDE AND OUTSIDE BACKERS MUST DOG BEFORE YOU HAVE TO PICK UP.
A BACK	IF YOU ARE TO RIP OR LIZ CALL SIDE YOU HAVE A DOUBLE RESPONSE. WITH O.G. READING INSIDE BACKER, HE DROPS, YOU ARE FREE TO RUN PATTERN. HE DOGS S.P.U. OUTSIDE BACKER = PATTERN. IF YOU ARE AWAY FROM CALL S.P.U. OUTSIDE BACKER YOUR SIDE. PATTERN NOTE = BOTH INSIDE AND OUTSIDE BACKERS MUST DOG BEFORE YOU HAVE TO PICK UP.

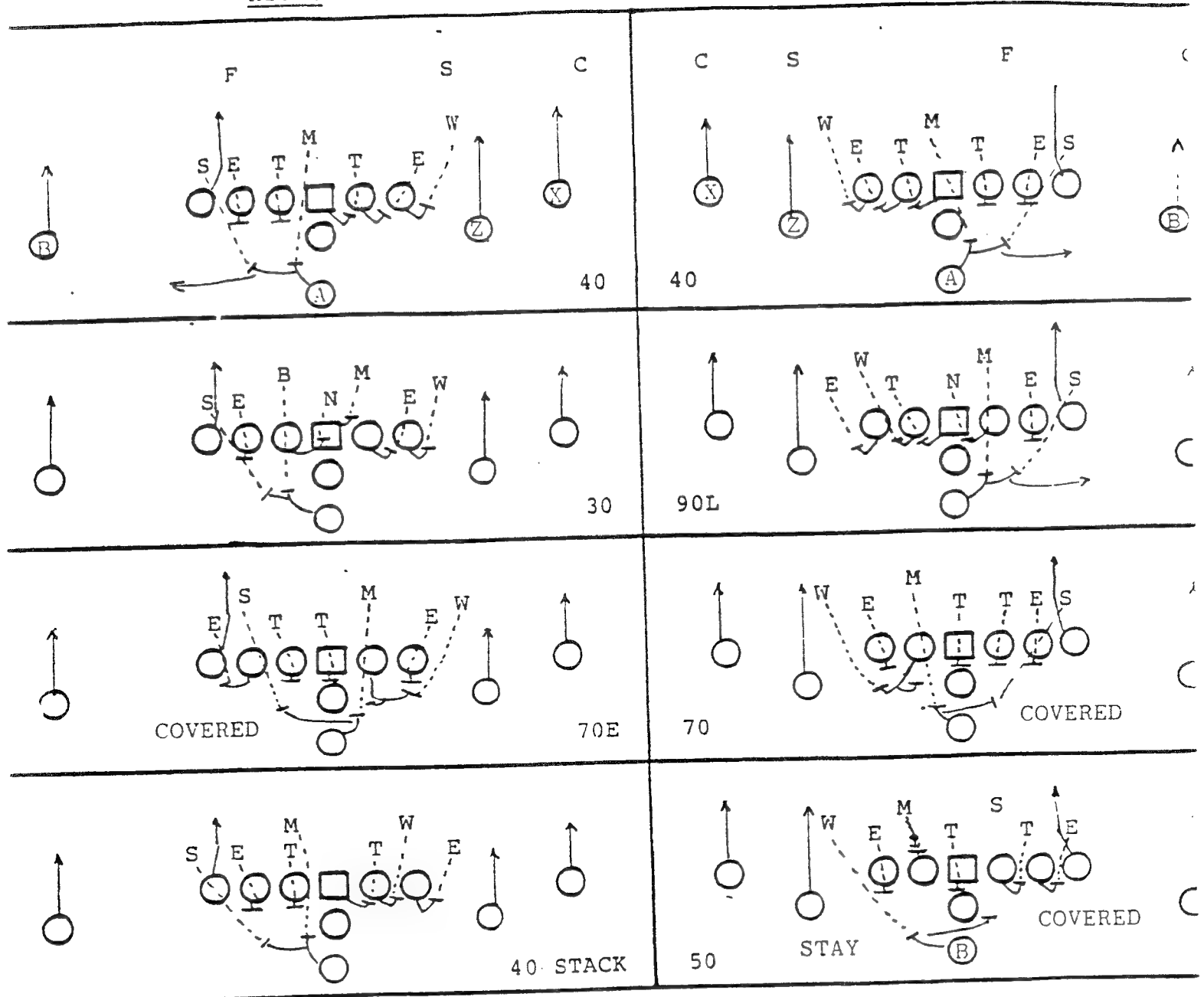
LUCKY OR RICKY SERIES

THE LUCKY OR RICKY SERIES IS A STRONGSIDE EMPHASIS PASSING SERIES THAT INCLUDES 4 RECEIVERS. THE LINE BLOCKS KEY ASSIGNMENTS TO THE CALL SIDE. THE B BACK HAS NO SWING PICK UP ASSIGNMENTS. THE A BACK HAS DOUBLE SWING PICK UP ON MAC OR BUCK TO STUB, NO DOG, RUN BASE. ALL RECEIVER ROUTES MAINTAIN THEIR ORIGINALLY ASSIGNED BREAKING POINT.

NOTE: LUCKY IS A LEFT CALL FOR THE LINE AND RICKY A RIGHT CALL.

RICKY

LUCKY

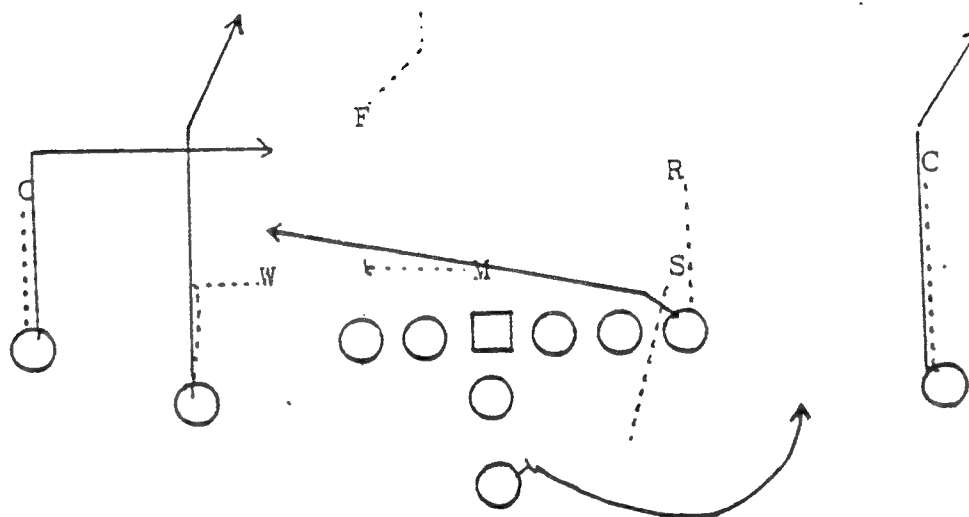


BLOCKING RULES

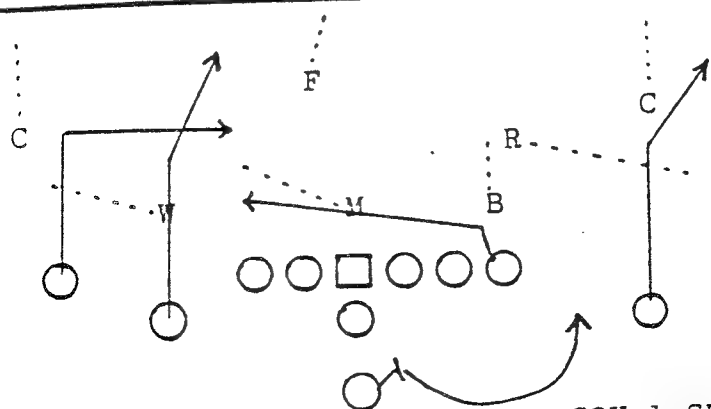
- Y PATTERN - ALWAYS INSIDE RELEASES, CHECKING "POP" C.P. STAY
- ON-SIDE TACKLE: SLIDE TO CALLSIDE TO BLOC EMLOS (EXCEPTION) 70 DEF, OR YOU HEAR "COVERED OR STAY", BLOC D.E.
- ON-SIDE GUARD: SLIDE TO CALL SIDE AREA PICK UP WITH YOUR OTT ON #2 INSIDE MAN (EXCEPTION) 70 DEF, "COVERED" DROP OUT FOR WILL
- OCN: SLIDE TO CALL SIDE - STAY ON NOSE IF OFFGUARD IS "COVERED."
- OFFSIDE GUARD: COVERED. BASE BLOC DT. MAKE "COVERED" CALL US 70 & 50 DEF, UNCOVERED SLIDE TO CALL SIDE.
- OFFSIDE TACKLE: BASE BLOC D.E.
- A BACK: DOUBLE READ ON MAC OR BUCK TO STUB AWAY FROM CALL - N.P.U. RUN BASE. C/P - "STAY" CALL. CHECK OLB'ER TO CALL SIDE TO ORIGINAL ASSIGN.
- B BACK: N.S.P.U. RUN PATTERN

COACHING POINTS

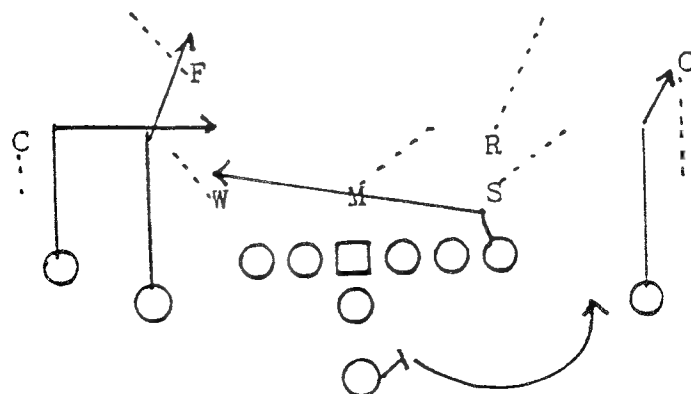
Y	PATTERN
ON SIDE TACKLE Y SIDE CALL SIDE	BLOC EMLOS - PASS SET BACK, CHECKING WILL ON DROP, NO DOG, HELP OR TAKE D.E. DEPENDING ON HIS PATH - YOU & YOUR GUARD WILL AREA BLOC WILL & D.E. - "STAY" OR "COVERED" CALL WILL KEEP YOU ON THE D.E.
ON SIDE GUARD CALL SIDE	YOU & YOUR TACKLE WILL AREA BLOC THE D.E. & WILL - IF COVERED, PASS SET BACK & LOOK TO OUTSIDE AS YOU SET, TAKE D.E., IF ON INSIDE RUSH, UPFIELD RUSH, LOOK FOR WILL INSIDE OR HELP YOUR TACKLE - VS 70, IF YOUR LB MOVES UP, MAKE A "STAY" CALL TO YOUR TACKLE, LETTING HIM KNOW TO STAY ON D.E. - VS 70, NO SLIDE WITH YOUR TACKLE, DROP BACK & TO OUTSIDE FOR WILL, NO DOG, HELP OCN OR TACKLE
CENTER	YOU WILL BLOC AWAY ON D.T. IF UNCOVERED, GIVE YOURSELF A LITTLE ROOM TO PICKUP T-T STUNTS - YOU & CALLSIDE GUARD WILL HANDLE E-T'S & T-E STUNTS WITH AREA PICKUP - YOU WILL ALWAYS TURN TO CALL SIDE ON 30 DEF. LOOKING FOR INSIDE LB. TURN TO CALLSIDE VS. 90 WORKING WITH YOUR CALLSIDE GUARD ON D.T. & WILL. VS 70 & 50, MAKE "STAY CALL, STAYING ON NOSE ALONE (POSSIBLE HELP FROM ON GUARD).
OFFSIDE GUARD	VS. 40, BASE BLOC D.T. - IF UNCOVERED, YOU WILL BLOC NOSE, GIVE YOURSELF SOME SET ROOM BACK FROM L.O.S. & GET YOURSELF IN AN IN-BETWEEN POSITION - 40 DEF, YOU HAVE D.T. M/M ON T-T STUNTS VS. 70 & 50 DEF. MAKE "COVERED" CALL & BLOC D.T.
OFFSIDE TACKLE OPEN SIDE	BASE BLOC D.E. - BUBBLE YOUR SIDE, ALERT FOR INSIDE RUSH BY YOUR D.E., YOU HAVE HIM M/M - IF YOUR GUARD IS COVERED, HANDLE E-T'S & T'E'S IN NORMAL WAY.
QUARTER BACK	
B BACK	N.P.U. RUN PATTERN:
A BACK	S.P.U. MAC OR BUCK TO STUB AWAY FROM RICKY OR LUCKY CALL. YOU HAVE A DOUBLE RESPONSE M-D-M NORMALLY INSIDE OUT. NO PICK UP RUN BASE. VS INSIDE BACKER UP AWAY FROM CALL, ALERT STAY CALL. CHECK ILB TO CALL SIDE TO ORIGINAL ASSIGNMENT.



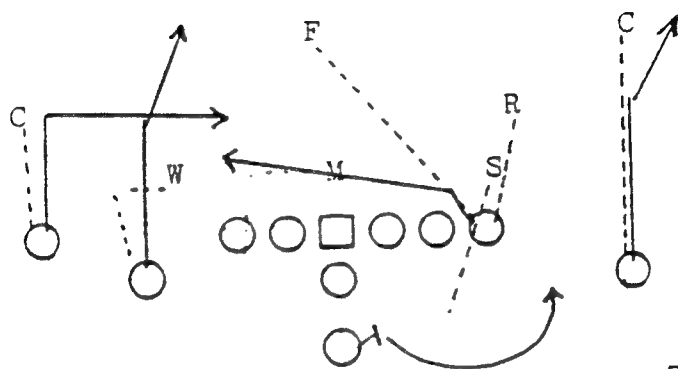
COVER 4 FREE



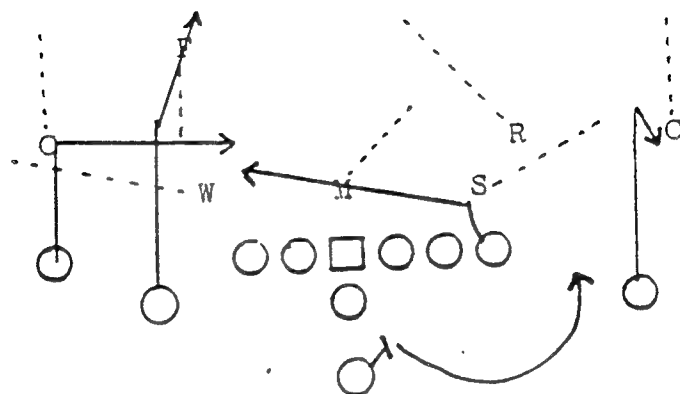
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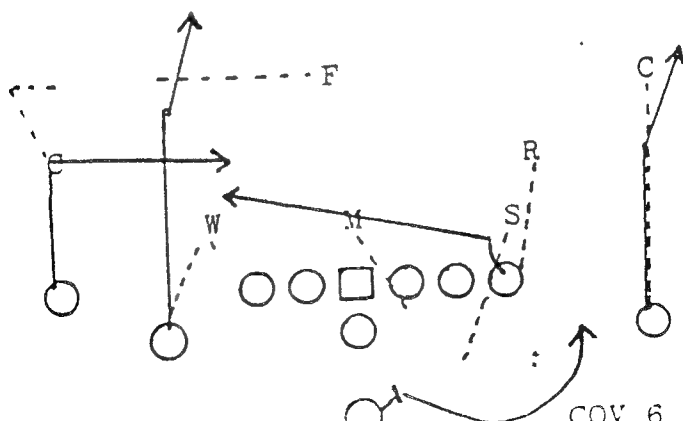
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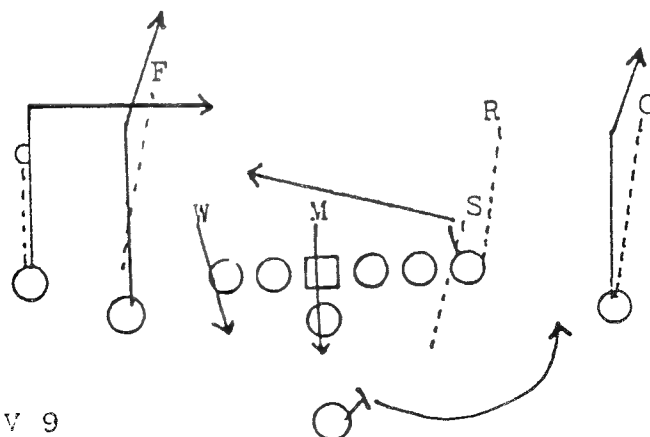
COVER 3 Z



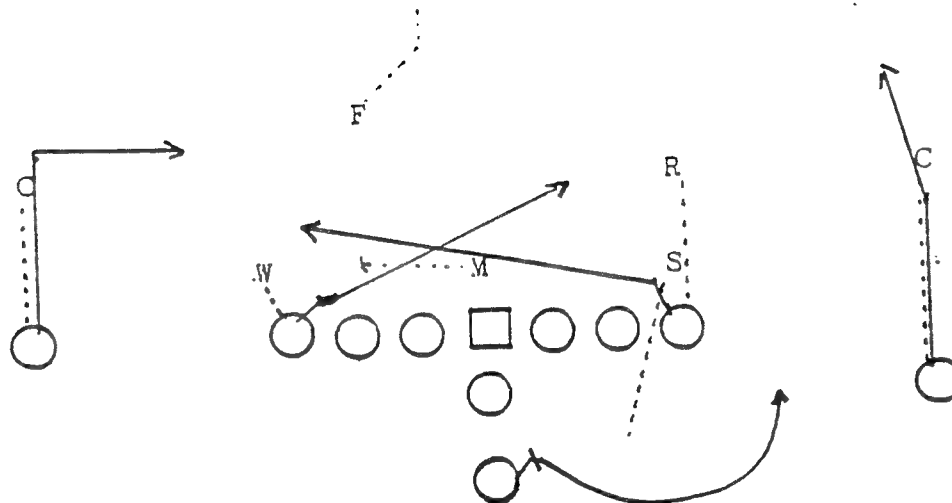
COVER 5 LIGHTNING



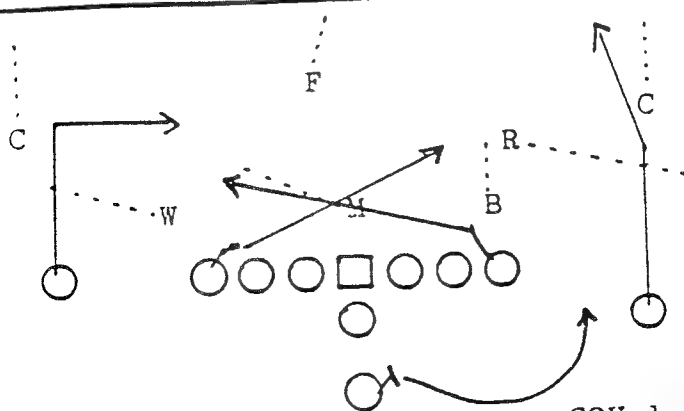
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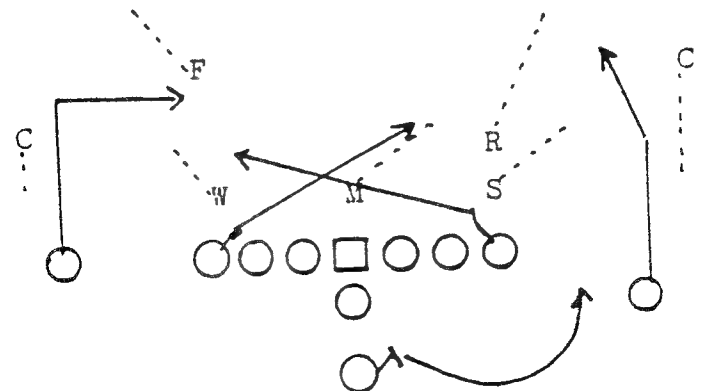
COVER 9



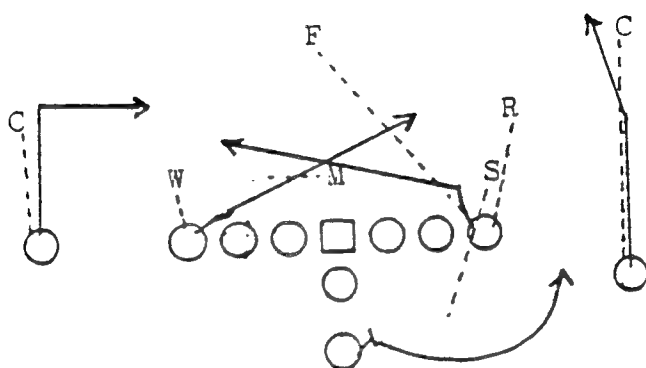
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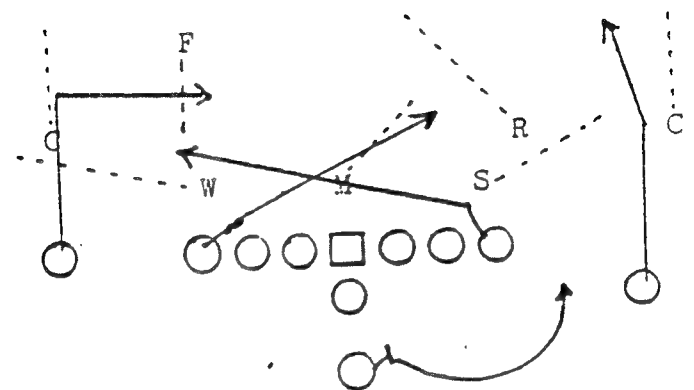
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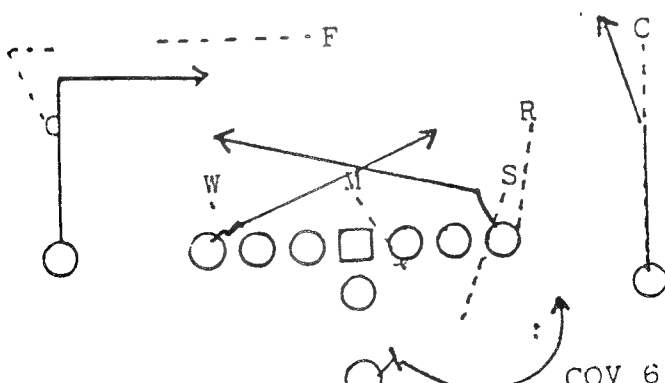
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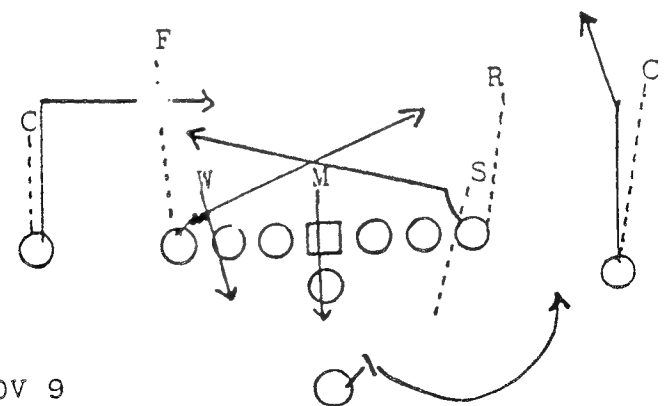
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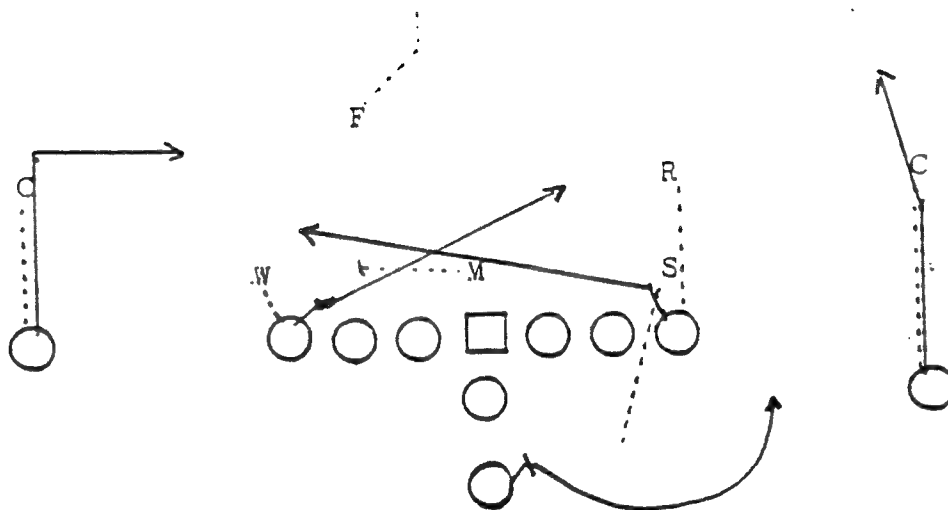
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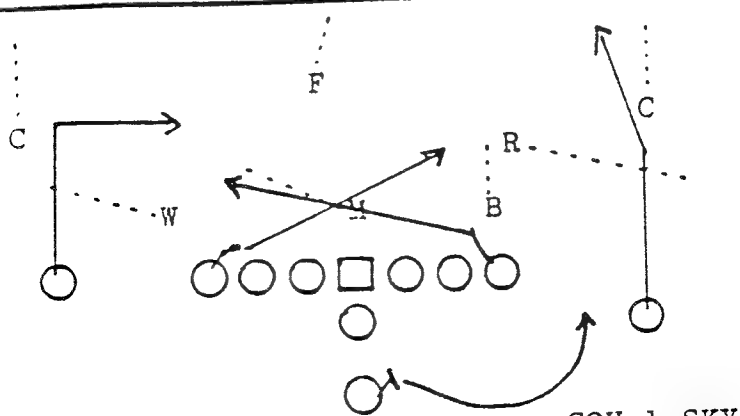
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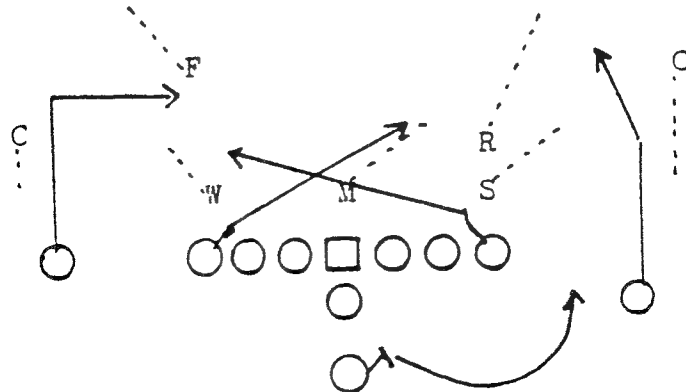
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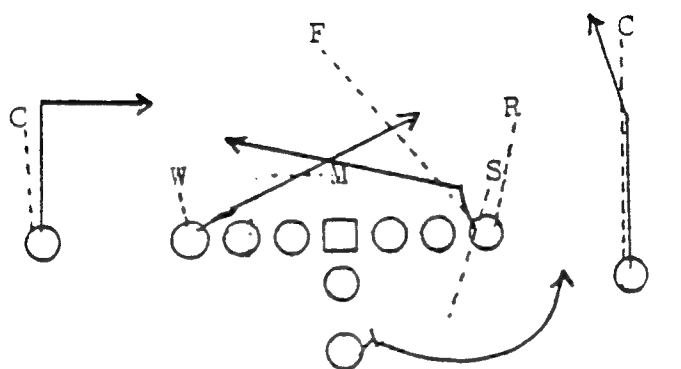
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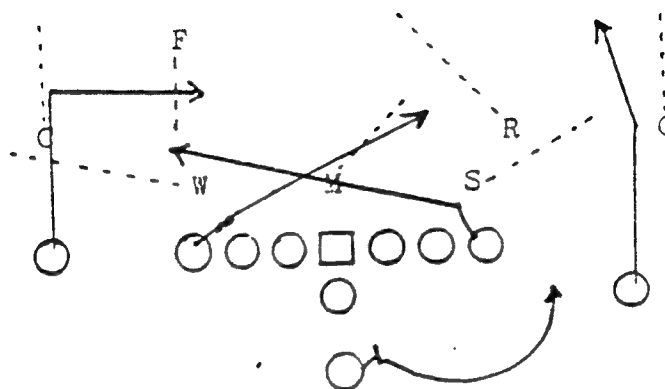
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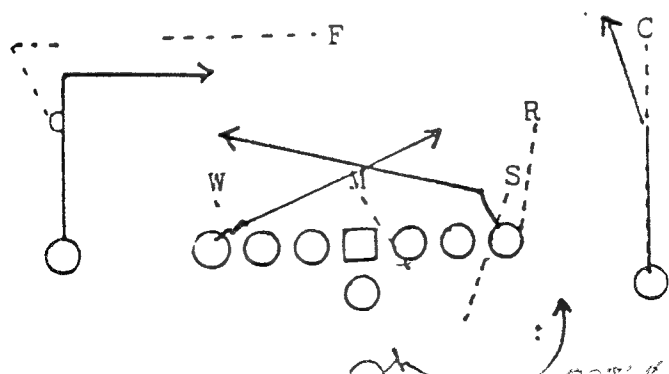
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COVER 3 Z

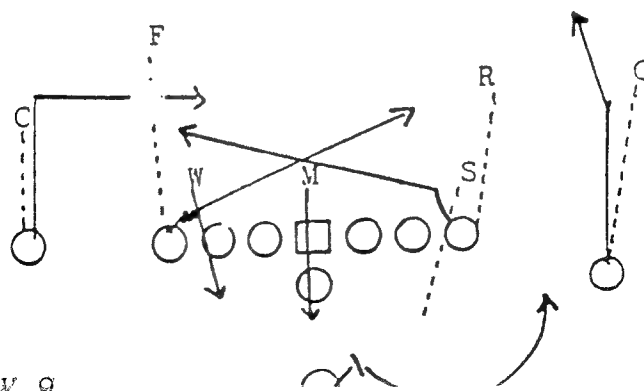


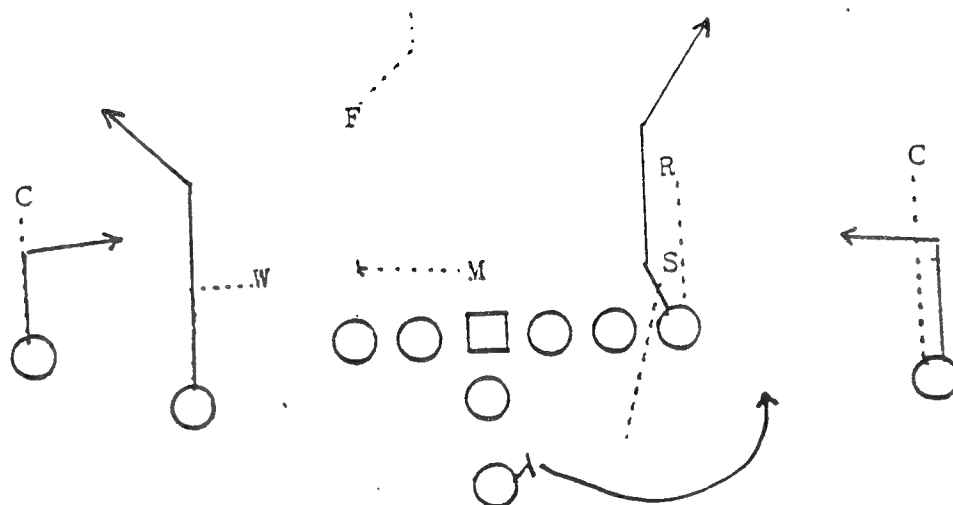
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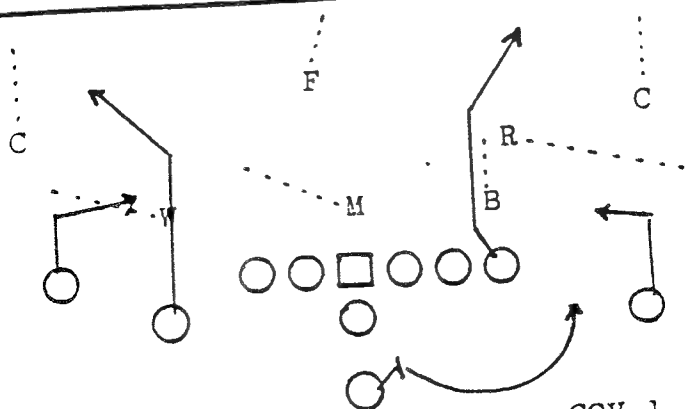
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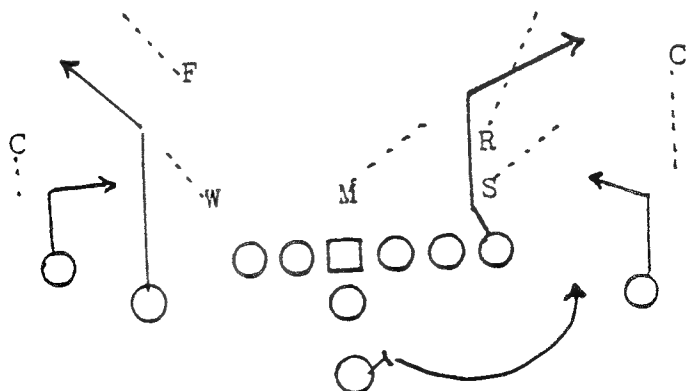




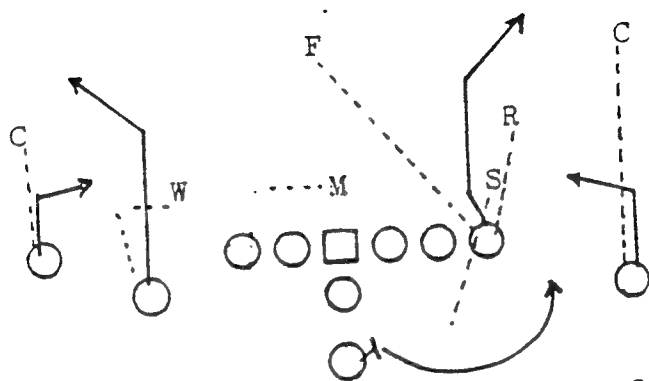
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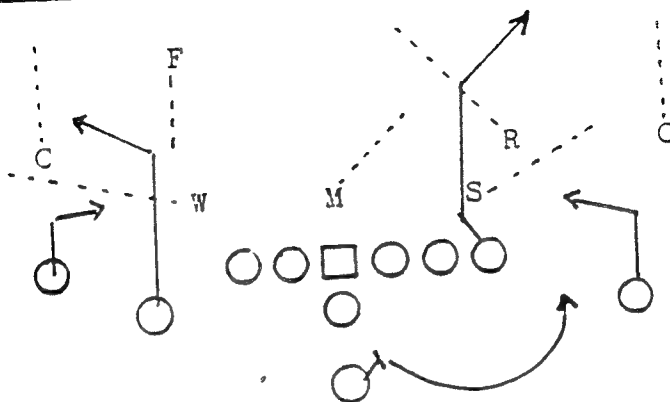
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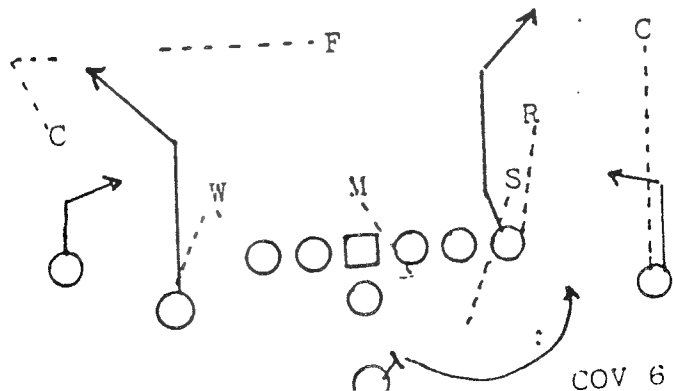
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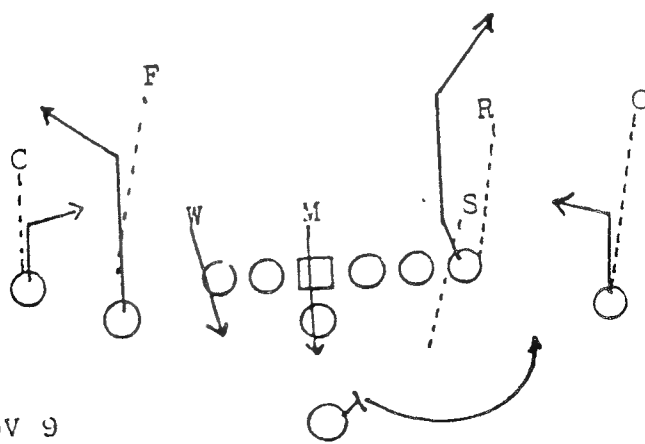
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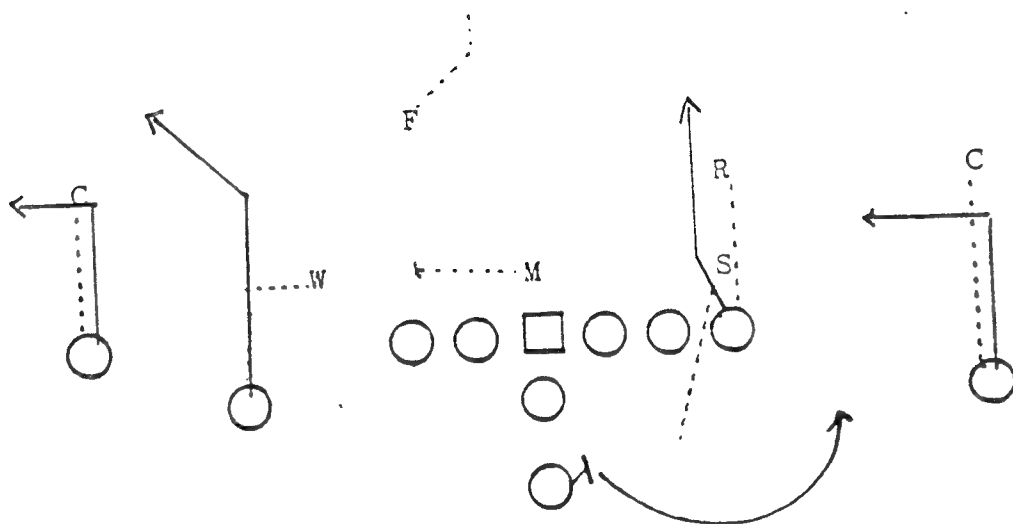
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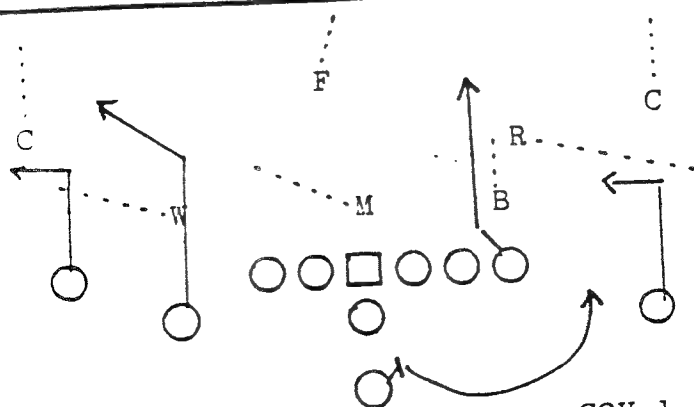
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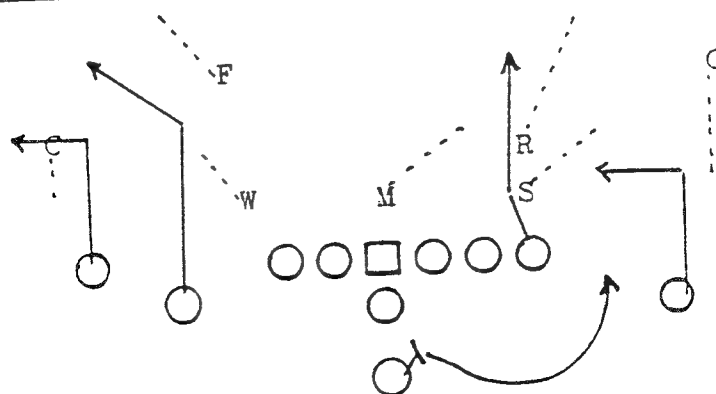
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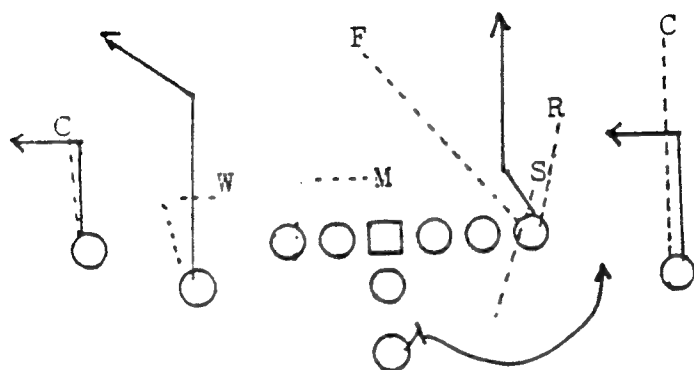
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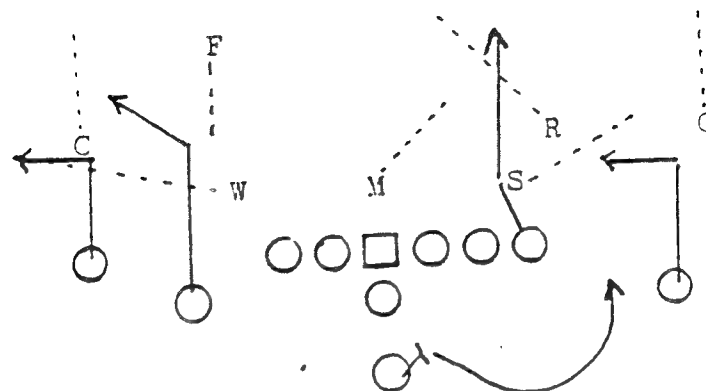
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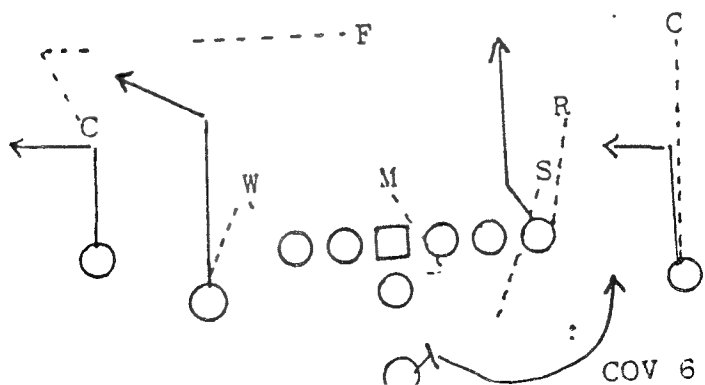
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COVER 3 Z



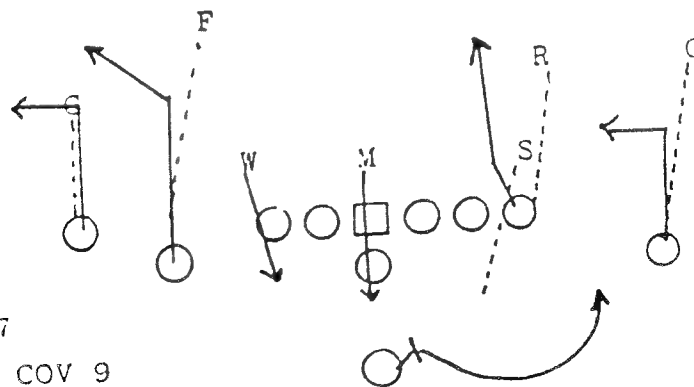
COVER 5 LIGHTNING



COVER 6

2307

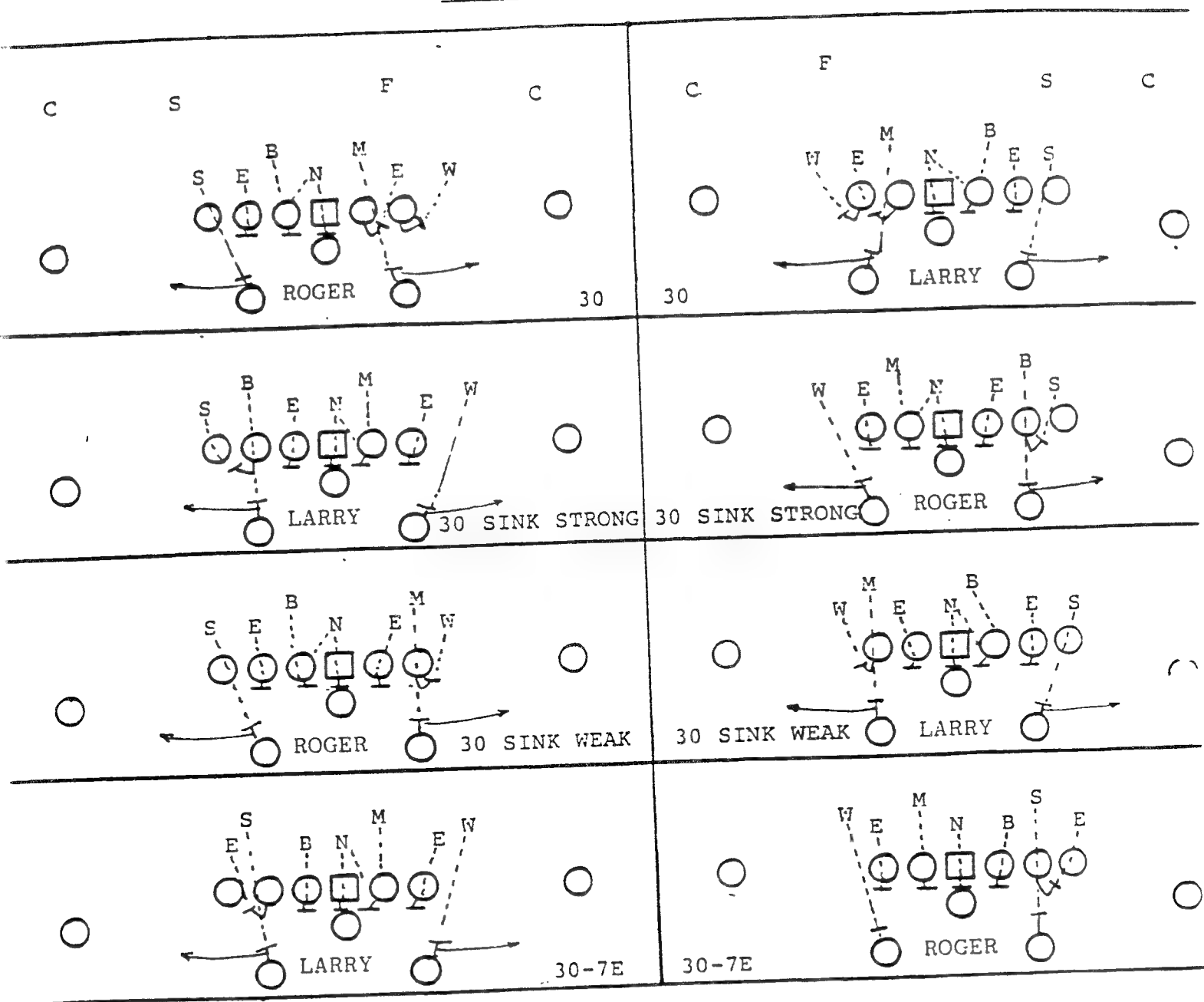
COVER 9



LARRY OR ROGER

A CALL MADE AT THE LINE OF SCRIMMAGE BY THE QB TO CANCEL A LIZ OR RIP CALL. THIS CALL IS USED VS. A 30 DEFENSE THAT HAS PUT THE DEFENSIVE END IN A "SINK" POSITION AND USUALLY STACKED ONE OF IT'S INSIDE LINEBACKERS. TO THE SIDE OF THE END IN THE "SINK" POSITION, THE BACK NOW HAS SWING-PICK-UP ON THE INSIDE LINEBACKER AND THE TACKLE IS RESPONSIBLE FOR THE WIDEST POTENTIAL RUSHER, THE SIDE AWAY FROM THE CALL HAS NORMAL FLARE PROTECTION.

LARRY & ROGER PROTECTION



BLOCKING RULES

Y - PATTERN

- ON-SIDE TACKLE: DE - TO SIDE OF ROGER OR LARRY BLOC #1 MAN ON L.O.S. OUTSIDE
- ON-SIDE GUARD: BLOC #1 MAN ON L.O.S. OUTSIDE NOSE TACKLE
- CENTER: BASE BLOC NOSE TACKLE - AUTO LU OR RAY OPPOSITE "ROGER OR "LARRY" CALL
- OFFSIDE GUARD: AUTO LU OR RAY AWAY FROM "ROGER" OR "LARRY"
- OFFSIDE TACKLE: BASE BLOC D.E. - OPPOSITE "ROGER" OR "LARRY" YOU'RE ALONE ON I
- A BACK: S.P.U. IF TO ROGER OR LARRY CALL, PICK UP INSIDE BACKER OR SAFETY = IE. AWAY PICK UP OUTSIDE BACKER. PATTERN.
- B BACK: S.P.U. IF TO ROGER OR LARRY CALL, PICK UP INSIDE BACKER OR SAFETY = IF AWAY PICK UP OUTSIDE BACKER. PATTERN.

COACHING POINTS

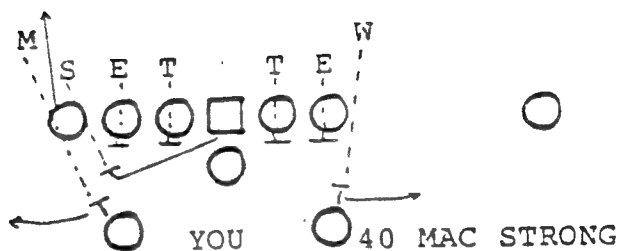
Y	PATTERN
ON SIDE TACKLE	BASE BLOC #2 MAN ON L.O.S. OUTSIDE THE NOSE TACKLE - THIS COULD BE SOMEONE OTHER THAN A D.E.
ON SIDE GUARD	BASE BLOC #1 MAN ON L.O.S. OUTSIDE THE NOSE TACKLE - YOUR 1ST POSITION SET WILL BE DETERMINED BY PATTERN & ALIGNMENT OF YOUR DEF. MAN.
CENTER	BASE BLOC NOSE TACKLE - OVER PLAY HIM A LITTLE TO SIDE OF CALL - YOU HAVE M/M IF HE GOES AWAY - AUTO. LU OR RAY CALL AWAY FROM ROGER OR LARRY.
OFFSIDE GUARD	LB OVER YOU M/M IF HE GOES AWAY FROM BALL - AUTO. LU OR RAY CALL AWAY FROM ROGER OR LARRY.
OFFSIDE TACKLE OPEN SIDE	BASE BLOC D.E. - YOU HAVE M/M - ALERT FOR INSIDE RUSH BY D.E.
QUARTER BACK	
B BACK	S.P.U. IF YOU ARE TO ROGER OR LARRY CALL SIDE PICK UP INSIDE BACKER YOUR SIDE. IF YOU ARE AWAY FROM CALL SIDE PICK UP OUTSIDE BACKER YOUR SIDE. PATTERN.
A BACK	S.P.U. = IF YOU ARE TO ROGER OR LARRY CALL SIDE PICK UP INSIDE BACKER YOUR SIDE. IF YOU ARE AWAY FROM CALL SIDE PICK UP OUTSIDE BACKER YOUR SIDE. PATTERN.

LON OR ROY

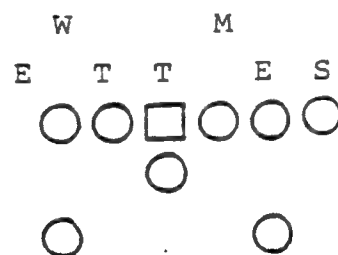
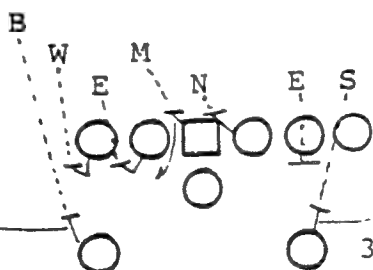
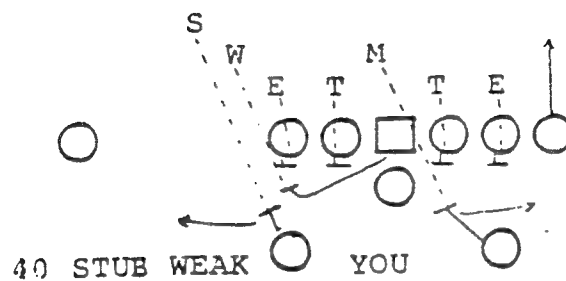
A PROTECTION CALL MADE AT THE LINE OF SCRIMMAGE BY THE QB TO ALERT THE TEAM OF FOUR POTENTIAL RUSHERS TO A THREE MAN BLOCKING SCHEME. THIS ALERTS THE CENTER OR AN UNCOVERED LINEMAN TO BLOCK THE FIRST INSIDE DOGGER TO THE CALL SIDE AND FOR THE BACK TO THAT SIDE TO BLOCK THE OUTSIDE DOGGER. IF THE OUTSIDE DEFENDER DOESN'T RUSH THE BACK RUNS HIS DESIGNATED ROUTE. THE REMAINING BACK HAS NORMAL SWING-PICK-UP.

LON (ROY) PROTECTION

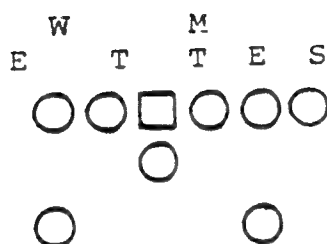
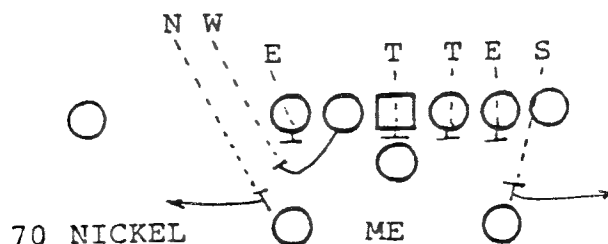
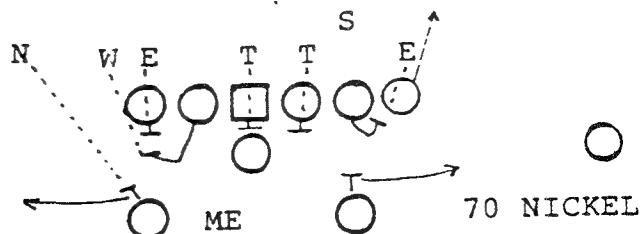
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C F S C

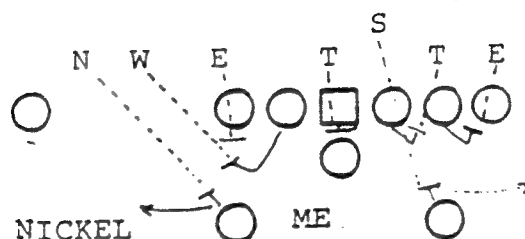


N/A



N/A

40 STACK



50 NICKEL

BLOCKING RULES

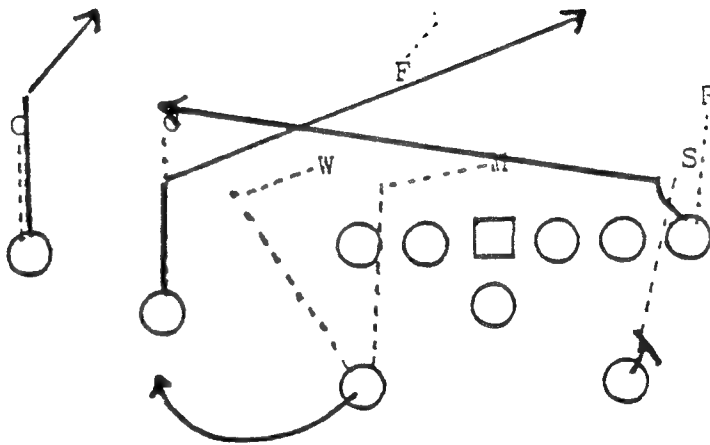
Y

- ON-SIDE TACKLE: BASE BLOC DE - SLIDE VS 30 LOAD
- ON-SIDE GUARD: VS. 40 DEF. CALL SIDE, YOU & OCN HAVE DT & #2 BLITZER.
- CENTER: VS. 40, CALL SIDE GUARD & YOU HAVE D.T. & #2 BLITZER
VS. 30, YOU & AWAY GUARD.
- OFFSIDE GUARD: VS. 40, BASEBLOC D.T. - 30 DEF., BLOCK NOSE & CALL SIDE ILB WITH OCN.
- OFFSIDE TACKLE: BASE BLOC DE
- BACK: TO CALL SIDE = S.P.U. 1ST OUTSIDE BLITZER = PATTERN
- BACK: AWAY FROM CALL = NORMAL S.P.U. ON MOST DANGEROUS DOGGER

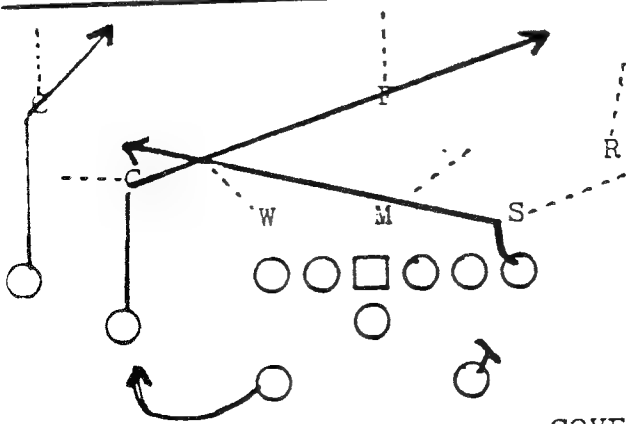
COACHING POINTS

Y	PATTERN
ON-SIDE TACKLE Y SIDE	VS. 40 DEF., BASE BLOC D.E. - BUBBLE YOUR SIDE, ALERT FOR INSIDE RUSH, YOU HAVE HIM - VS. 30 DEF, YOU HAVE THE #2 MAN ON L.O.S. OUTSIDE NOSE TACKLE (LIKE KEY) HELP GUARD WHEN YOU CAN.
ON-SIDE GUARD	VS. 40, YOU & OCN HAVE D.T. & #2 BLITZER ("YOU" CALL BY OCN PUTS YOU ON D.T., "ME" CALL BY OCN PUT OCN ON D.T. & YOU ON #2 BLITZER - BUBBLE ON YOU, "STAY" CALL BY OCN, COUNT FROM OUTSIDE -IN TO FIND #2 BLITZER - VS 30 DEF, USE KEY (SLIDE) TYPE PROTECTION.
CENTER	VS. 40, YOU & CALL SIDE GUARD HAVE D.T. & #2 BLITZER (CALL "ME" TO GUARD IF YOU ARE TAKING D.T., CALL "YOU" IF YOU WANT GUARD TO TAKE D.T. - VS 70, YOU MUST MAKE "STAY" CALL (COULD BE 30 STRONG END SINK) VS.30, YOU & AWAY GUARD WORK ON NOSE & ILB TO CALL SIDE.
OFFSIDE GUARD	VS. 40 BASE BLOC D.T. - VS 30, YOU & OCN, HAVE THE NOSE & ILB TO CALL SIDE.
OFFSIDE TACKLE OPEN SIDE	BASE BLOC D.E.
QUARTER BACK	
B BACK	S.P.U. IF TO CALL SIDE PICK UP 1ST OUTSIDE BLITZER, N/T PATTERN. IF AWAY FROM CALL SIDE S.P.U. MOST DANGEROUS BLITZER. (LB'ER OR DB).
A BACK	S.P.U. IF TO CALL SIDE PICK UP 1ST OUTSIDE BLITZER. N/T PATTERN. IF AWAY FROM CALL SIDE S.P.U. MOST DANGEROUS BLITZER (LB OR DB).

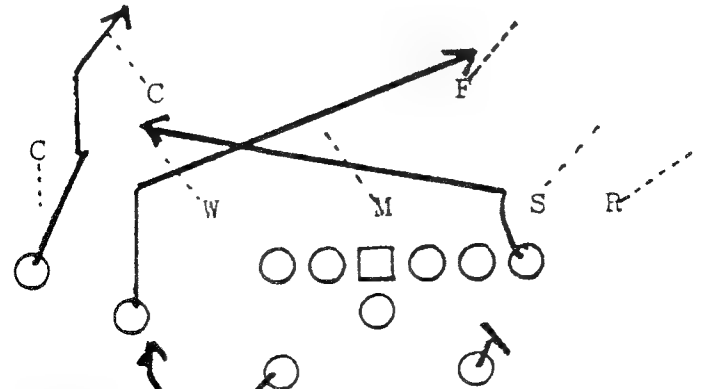
SERIES & PROTECTION R PATTERN ZERO 83 FLARE CONTROL BASE



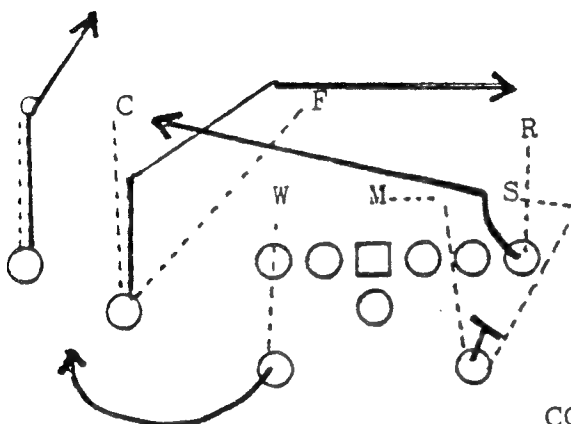
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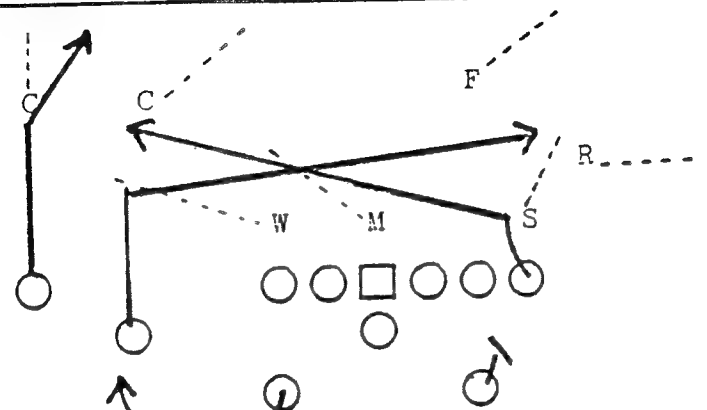
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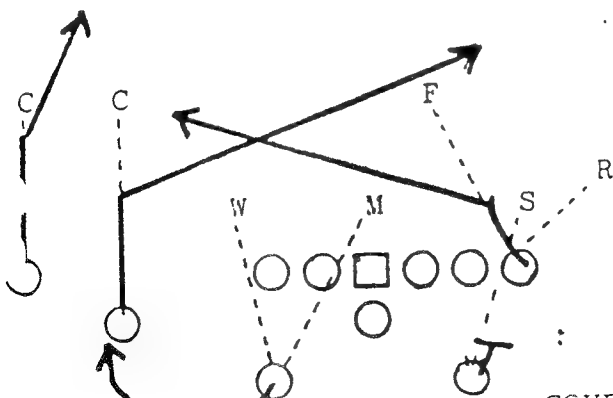
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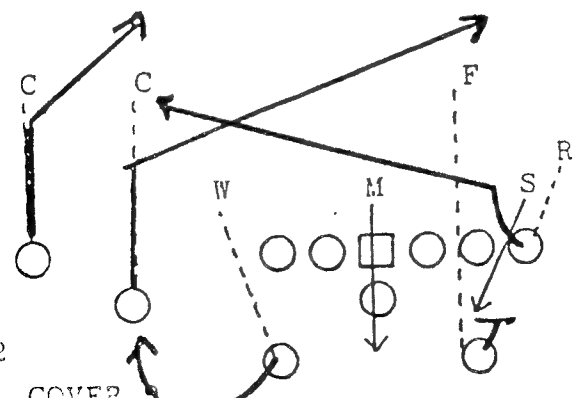
COVER 3 Z



COVER 5 SKY



COVER 6



COVER 7

R ZERO 88

QUICK 111

FLARE 272 UP Y AND X DELAY

FLARE 787 WIDE

FLARE 844 WIDE

L 400 B FLAG

R 970 A FLAG

COACHING POINTS

SERIES & PROTECTION L OR R PATTERN ZERO 88 FLARE CONTROL BASE

QUARTERBACK A MAN TO MAN PATTERN

P.S.L. SAFETIES READ MAC AND CORNER DROP 7 STEPS

PROGRESSION DETERMINED BY FRANK'S RESPONSIBILITY HELPING CORNER COVERING SLOT.

- C.P.s: 1. READ MAC & CORNER TO DETERMINE MAN OR ZONE COVERAGE.
 2. ZONE COVERAGE GO TO BASE
 3. MAN COVERAGE READ FRANK'S REACTION TO SLOT ON HIS ROUTE.
 4. IF FRANK HOLDS POST, WORK SLOT, IF HE REACTS TO SLOT, CHECK X. IF X'S COVERED, GO TO Y.

REC. ADJs Vs CLOUD X CONVERT 7Y NONE Z NONE :Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE BASE

- C.P.s: 1. STEP AT WILL, CHECK 'EM & THEN RELEASE LOSING GROUND SLIGHTLY.
 2. ROLL THRU ORIGINAL ALIGNMENT OF X.
 3. DON'T HURRY & WORK UPFIELD TOO FAR.

FULLBACK

Protection R ROUTE NONE RELEASE NONE

- C.P.s: 1. S.P.U. STUB. HELP O.T.

X

SPLIT WIDE ROUTE 8 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

- C.P.s: 1. DRIVE OFF L.O.S., AND PUSH THE CORNER DEEP, ATTEMPTING TO PUSH HIM OUTSIDE.
 2. GIVE HIM A JAB MOVE AT THE TOP OF YOUR STEM, & BREAK FOR POST.
 3. BE ALERT FOR DOG-BEAT CORNER TO POST. BE AWARE OF CB'S PLAY ON SLOT. HE WILL TELL YOU WHEN YOU ARE PRIMARY RECEIVER (6-5-9)

Y

SPLIT NORMAL ROUTE ZERO RELEASE INSIDE ADJ. Vs. CLOUD NONE

ADJ. Vs. COV. 2: NONE

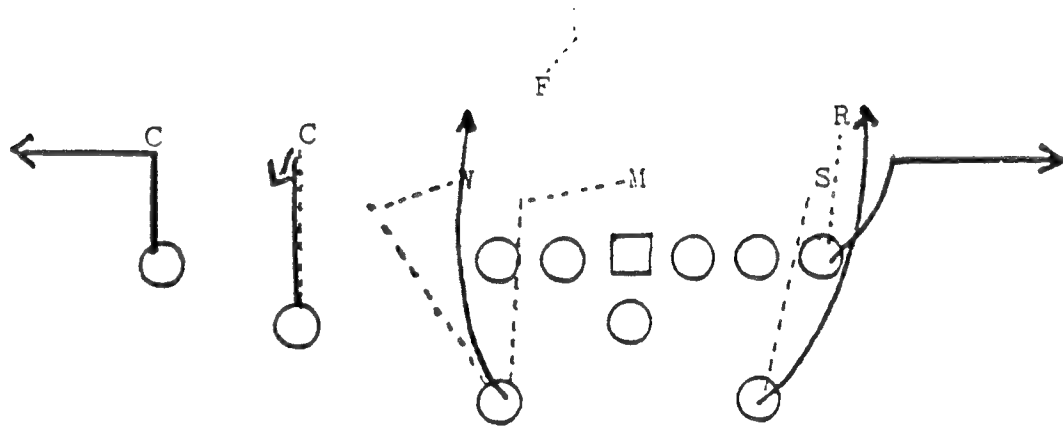
- C.P.s: 1. GET A QUICK INSIDE RELEASE. TRY TO COME UNDERNEATH MAC.
 2. DON'T EXPECT BALL UNTIL YOU CLEAR SLOT'S ORIGINAL ALIGNMENT.
 3. COME UNDER SLOT, FAN TO A DEPTH OF 18-20 YARDS DEEP.

Z

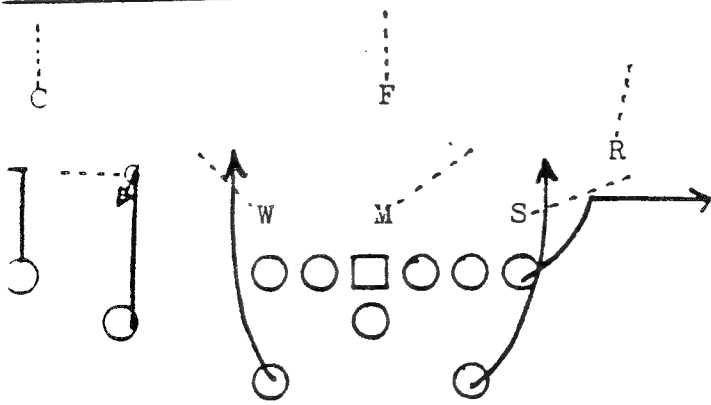
SPLIT OPPOSITE ROUTE FLAT 8 RELEASE VARIABLE ADJ. Vs. CLOUD NONE

- C.P.s: 1. GET QUICK VERTICAL DEPTH TO 10-12 YDS. DEEP. BREAK ACROSS THE FIELD TO A DEPTH OF 18-20 yds. deep.
 2. KNOW COVERAGE - BEAT THE CORNER.
 3. BE ALERT FOR BALL AFTER YOU CLEAR FAR HASH AREA.

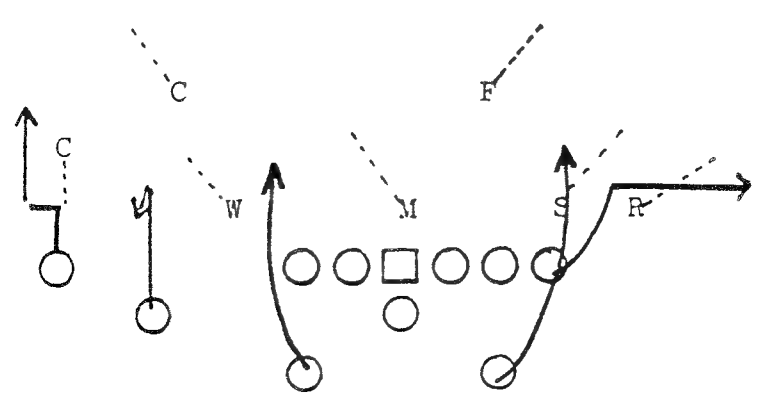
SERIES & PROTECTION QUICK PATTERN 111 FLARE CONTROL CLOSE



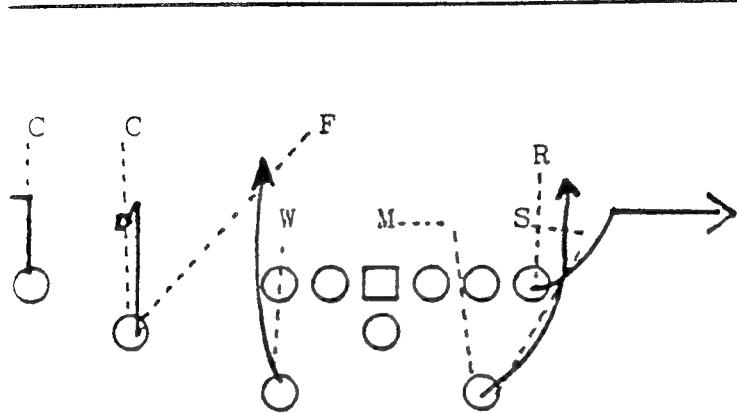
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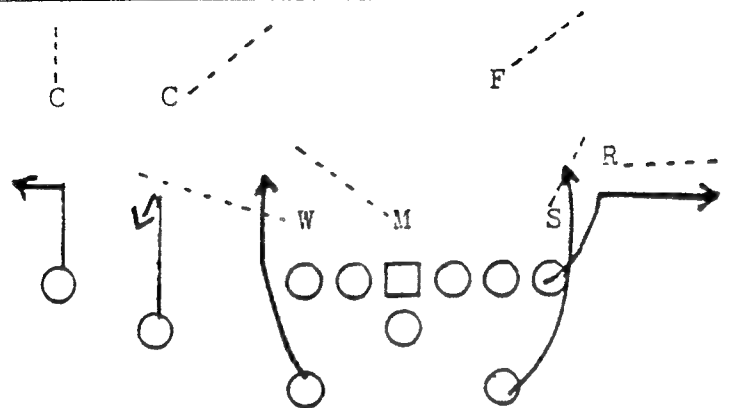
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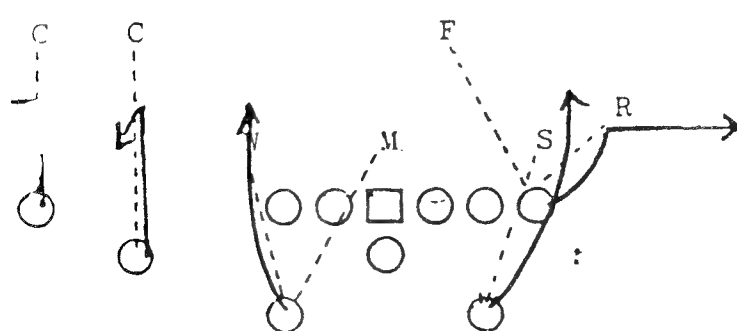
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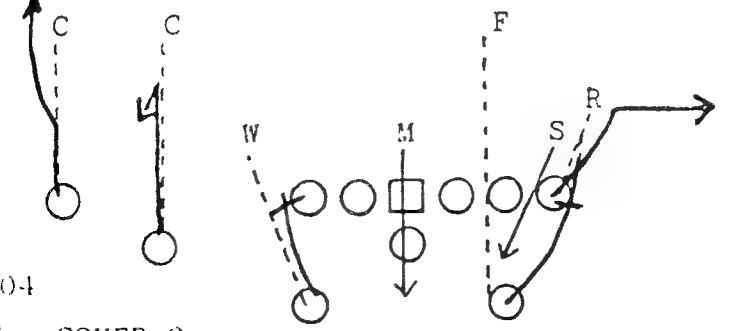
COVER 3 Z



COVER 5 SKY



COVER 6



COVER 9

COACHING POINTS

SERIES & PROTECTION QUICK PATTERN 111 FLARE CONTROL CLOSE
QUARTERBACK

P.S.L. CORNERS & WILL READ CORNER & WILL DROP 3 STEP

PROGRESSION

- C.P.s: 1. IF X IS UNCOVERED, HIT HIM ON THE BREAK.
2. IF ANYONE RUNS UNDERNEATH X, WORK TO Z.
3. IF WILL IS OVER Z, BE ALERT FOR CLOSE FLARE.
4. VS CLOUD FORCE GO TO Z.

REC. ADJs Vs CLOUD X FADE Y FADE Z NONE :Y's ADJ. Vs. COV. 2 FADE

HALFBACK

Protection S.P.U. WILL - QUICK ROUTE CLOSE

- C.P.s: 1. ATTACK WILL AND ATTEMPT TO CUT HIM DOWN!
2. IF WILL DROPS CONTINUING CLOSE FLARE - ALERT FOR BALL.
3. DO NOT WIDEN THIS FLARE.

FULLBACK

Protection SPU STUB QUICK ROUTE CLOSE RELEASE OUTSIDE

- C.P.s: 1. ATTACK STUB, CUT HIM DOWN.
2. VS LIVE END DEFENSE - N.S.P.U.

X

SPLIT WIDE ROUTE 1 RELEASE STRAIGHT ADJ. Vs. CLOUD FADE

- C.P.s: 1. GET TO A DEPTH OF 6 YDS.
2. CAN ROLL THIS CUT, BUT GET YOUR HEAD AROUND QUICKLY.
3. BE ALERT FOR CLOUD FORCE.
4. VS CROWD O.S.

Y

SPLIT NORMAL ROUTE 1 RELEASE OUTSIDE ADJ. Vs. CLOUD FADE

ADJ. Vs. COV. 2: FADE

- C.P.s: 1. KNOW BLOCKING ASSIGNMENTS.
2. VS LIVE END - OH BLOCK HIM.
3. VS LB'er RELEASE.

Z

SPLIT SLOT ROUTE 1 RELEASE STRAIGHT ADJ. Vs. CLOUD NONE

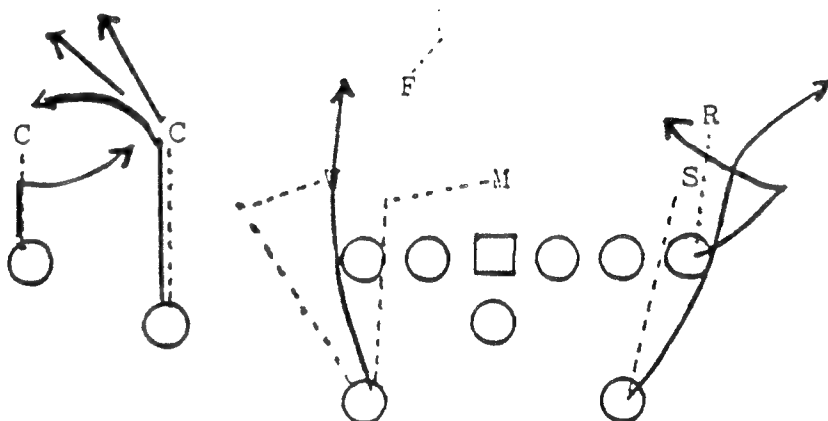
- C.P.s: 1. READ COVERAGE ON X.
2. GET TO 6 YDS DEEP ON BREAKING POINT.
3. TURN OUT ON YOUR BREAK AND GET OPEN.

SERIES & PROTECTION FLARE

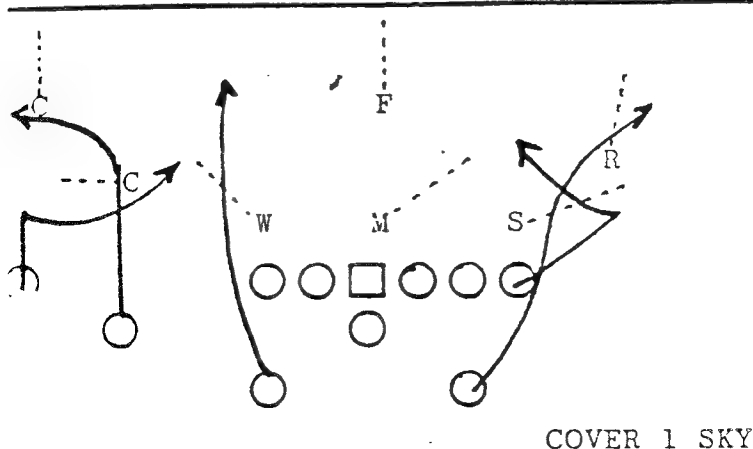
PATTERN 272

FLARE CONTROL UP X-Y

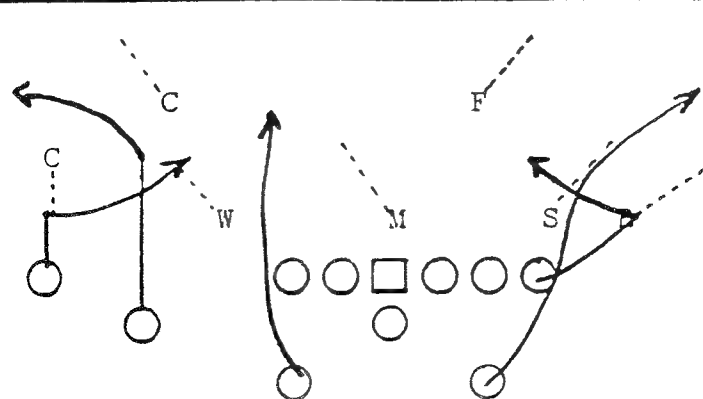
DELAY



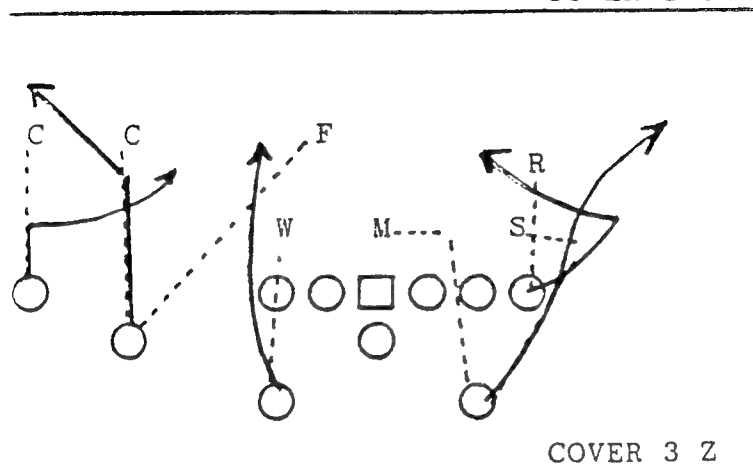
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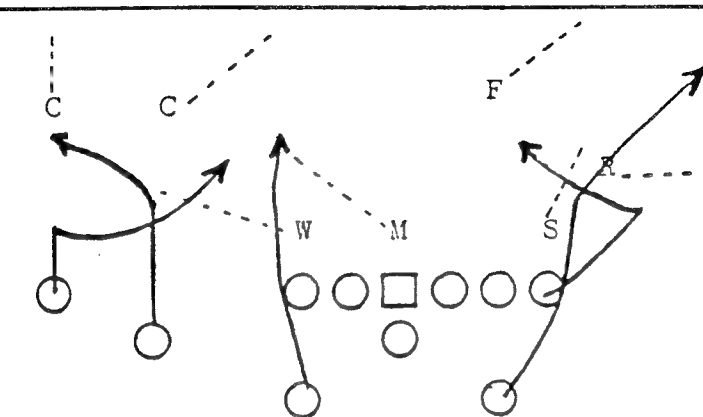
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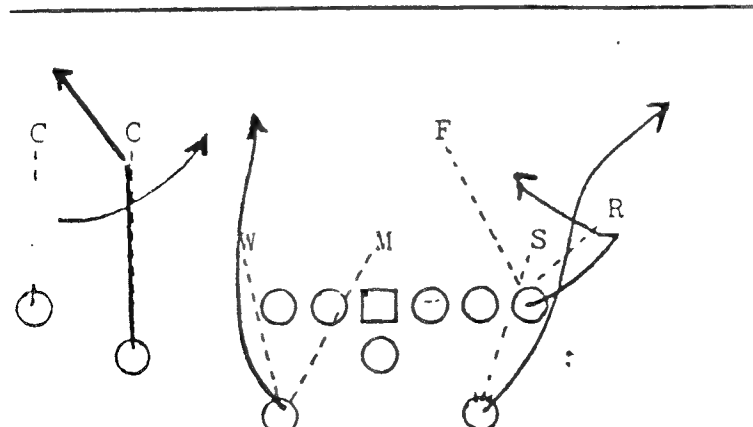
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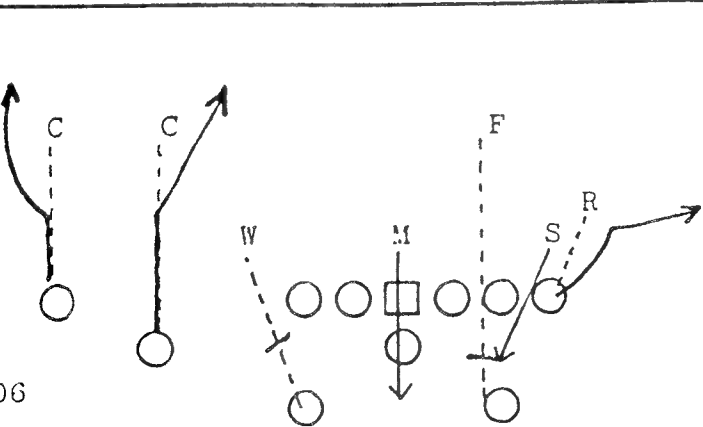
COVER 3 Z



COVER 5 SKY



2606



COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 272 FLARE CONTROL UP X-Y
QUARTERBACK DELAY

P.S.L. SAFETIES READ MAC-FRANK DROP 7 STEPS

PROGRESSION

- C.P.s: 1. THROW OPPOSITE MAC'S DROP
 2. READ THE DEEP PHASE OF THE PATTERN FIRST, THEN GO TO THE DELAYS.
 3. KNOW DEPTH AND POSITION OF LB'ERS BEFORE GOING TO DELAYS.
 4. IF DELAY ROUTES ARE UNCOVERED ON BREAK THEY MAY HOOK UP
 5. VS BLITZ THINK Z ON 7 ROUTE.
 REC. ADJS Vs CLOUD X NONE Y NONE Z B&R :Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE UP

- C.P.s: 1. AFTER YOU CLEAR L.O.S. READ INSIDE LB'ERS DROP. IF HE DROPS AWAY FROM YOU LOOK FOR BALL.
 2. LOOK OVER INSIDE SHOULDER FOR BALL.

FULLBACK

Protection S.P.U. STUB ROUTE UP RELEASE INSIDE

- C.P.s: 1. S.P.U. STUB ON THE MOVE.
 2. RUN A UP FLARE TO 8-10 YDS. DEEP, THEN BREAK FOR FLAG.
 3. READ REACTION OF ROVER ON Y.
 4. ANGLE OUT TO A DEPTH OF 18-20 YDS. DEEP.

X

SPLIT WIDE ROUTE 2 DELAY RELEASE SLOW ADJ. Vs. CLOUD INSIDE

- C.P.s: 1. CAN MISS COUNT.
 2. B.P. 7 YDS. DEEP.
 3. READ COVERAGE - YOU MAY HOOK UP IF OPEN.
 4. MUST GO UNDERNEATH DROPS OF ALL LB'ERS.

Y

SPLIT NORMAL ROUTE 2 DELAY RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

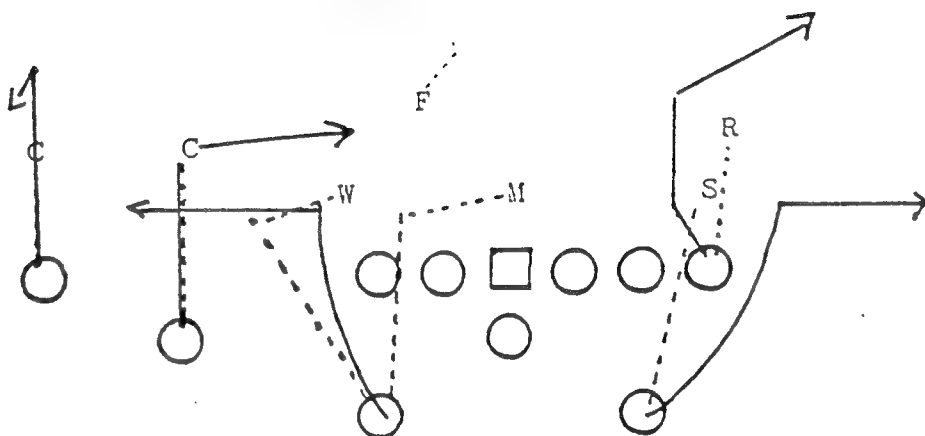
ADJ. Vs. COV. 2: NONE

- C.P.s: 1. OUTSIDE RELEASE - RUN AS IF YOU ARE RELEASING ON A 5 ROUTE.
 2. WORK TO A DEPTH OF 5-6 YARDS AND GOOD WIDTH, LET B CLEAR.
 3. NOW THAT IT'S CLEARED OUT, COME UNDER B LOOKING FOR BALL.
 4. IF YOU ARE UNCOVERED ON BREAK, YOU CAN HOOK UP.
 5. COME UNDERNEATH THE DROPS OF ALL LB'ERS.

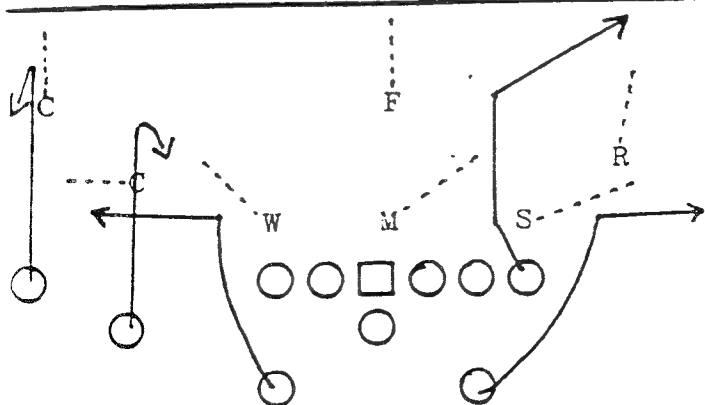
Z

SPLIT SLOT ROUTE 7 RELEASE VARIABLE ADJ. Vs. CLOUD B&R

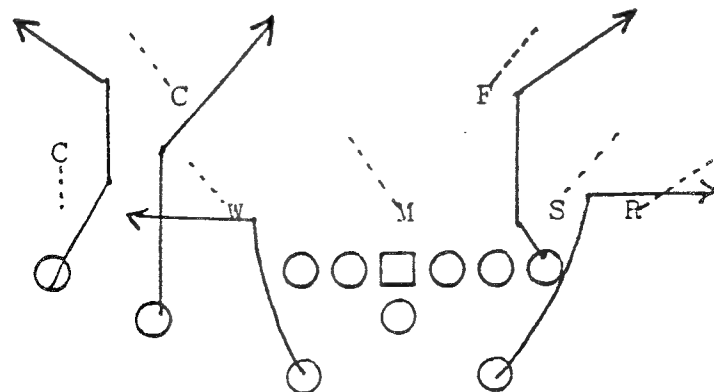
- C.P.s: 1. OUTSIDE RELEASE READ CORNER. BREAK OUT ON YOUR 7 WHEN HE COVERS X.
 2. YOU CAN RUN THIS ROUTE ANYWAY YOU WISH TO GET OPEN, YOUR ADJUSTMENTS WILL VARY ACCORDING TO DEFENSE.



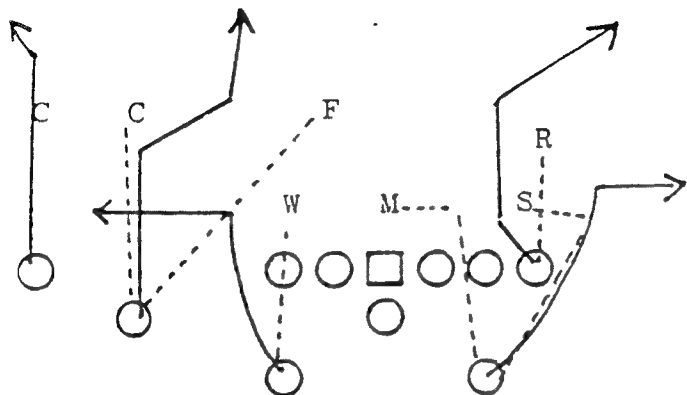
COVER 4 FREE



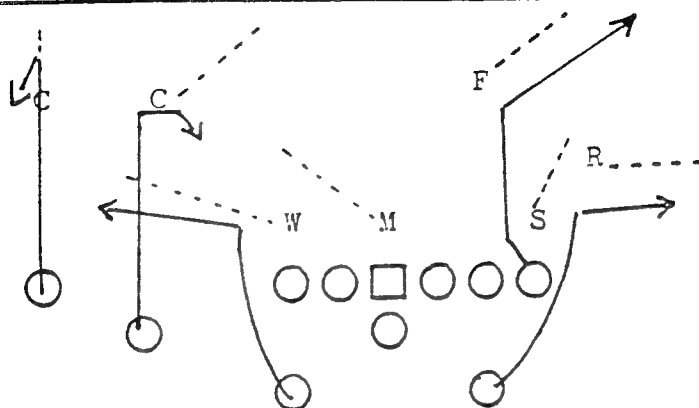
COVER 1 SKY



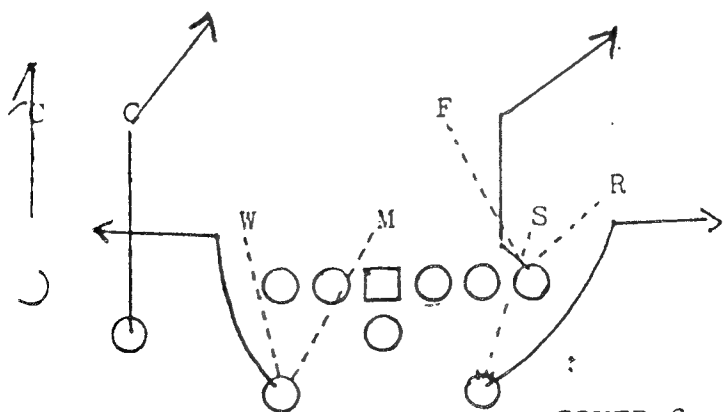
COVER 2



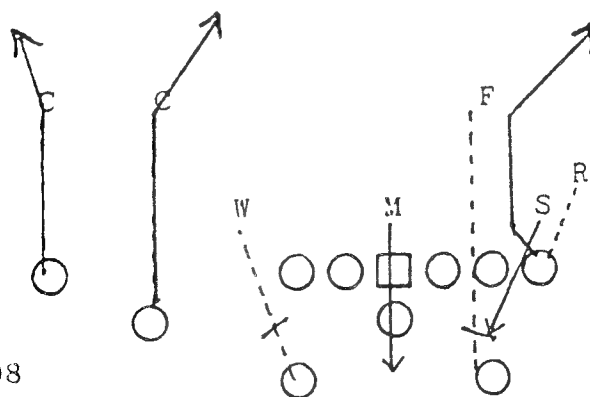
COVER 3 Z



COVER 5 SKY



COVER 6



COVER 9

COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 787 FLARE CONTROL WIDE

QUARTERBACK MIRROR PATTERN - THINK STRONGSIDE

P.S.L. SAFETIES READ MAC-FRANK DROP 7 STEPS

PROGRESSION MAC OR FRANK HARD WEAK X-Z-A; NONE: Y-B

- C.P.s:
1. DIRECTION DETERMINED READ COVERAGE
 2. GIVE 7 ROUTES A GOOD CHANCE TO WORK.
 3. BE ALERT FOR Z'S ADJUSTMENT

REC. ADJs Vs CLOUD x BURST y NONE z NONE :Y's ADJ. Vs. COV. 2 B&R

HALFBACK

Protection S.P.U. WILL ROUTE WIDE

- C.P.s:
1. DRIVE AT OUTSIDE SHOULDER OF WILL. READ HIS DROP
 2. WORK UPFIELD 7 YDS. DEEP. JAB & BREAK OUTSIDE. VS. MAN BEAT WILL.
 3. IF WILL & MAC DROP STRONG, STOP IN THE HOLE BETWEEN THEM AT 7 YDS. DEEP.
 4. IF YOU SEE CLOUD FORCE, STOP BETWEEN THE CB AND WILL.

FULLBACK

Protection S.P.U. STUB ROUTE WIDE RELEASE OUTSIDE

- C.P.s:
1. DRIVE AT OUTSIDE SHOULDER OF STUB. READ HIS DROP.
 2. WORK UPFIELD 7 YDS. DEEP. JAB AND BREAK OUTSIDE. VS. MAN BEAT STUB.
 3. IF STUB IS DROPPING DEEP, BE ALERT TO STOP IN THE HOLE BETWEEN HIM AND ROVER OR CORNER.

X

SPLIT MAX ROUTE 7 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s:
1. IF CLOUD FORCE, BURST RUN 7 OFF SAFETY.
 2. NO CLOUD FORCE, CONVERT 7 ROUTE TO 5 ROUTE AT 18 YDS. DEEP.
 3. VS. CROWD TECHNIQUE RUN 7 ROUTE OFF CORNER.
 4. KNOW DIFFERENCE BETWEEN COV. 7 & COV. 4 CROWD.

Y

SPLIT NORMAL ROUTE 7 RELEASE INSIDE ADJ. Vs. CLOUD NONE

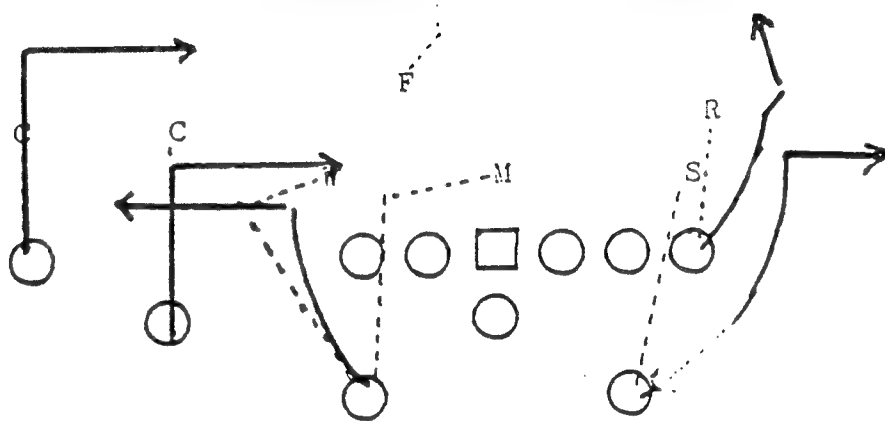
ADJ. Vs. COV. 2: NONE

- C.P.s:
1. INSIDE RELEASE. GET TO YOUR B.P. OF 12 YDS DEEP.
 2. READ COVERAGE FOR ADJUSTMENTS.
 3. VS. CLOUD FORCE, GIVE A GOOD POST MOVE. YOU MAY BE ABLE TO SPLIT THE TWO DEFENSIVE BACKS TO THE FLAG.

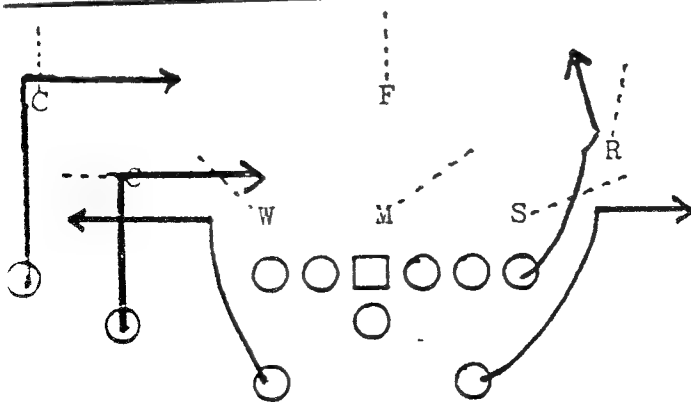
Z

SPLIT SLOT ROUTE 3 RELEASE VARIABLE ADJ. Vs. CLOUD NONE

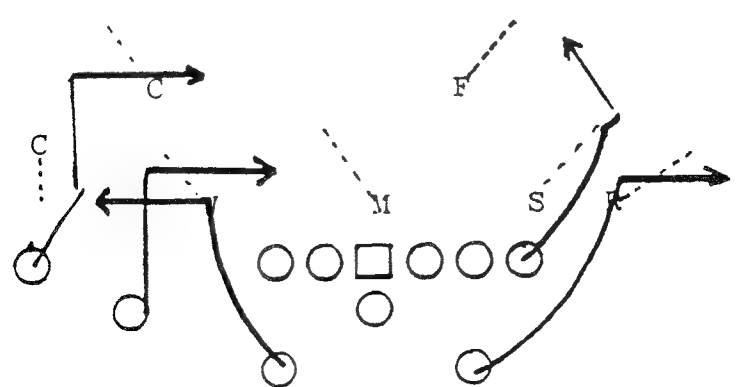
- C.P.s:
1. VS C-2 RUN POST ROUTE - STAY ON NEAR HASH.
 2. VS. DEFENSE WITH MAN IN THE POST.
 - A. COVERED - RUN 4 ROUTE AT 16 YDS. DEEP.
 - B. UNCOVERED - RUN 6 ROUTE AT 20 YDS. DEEP.



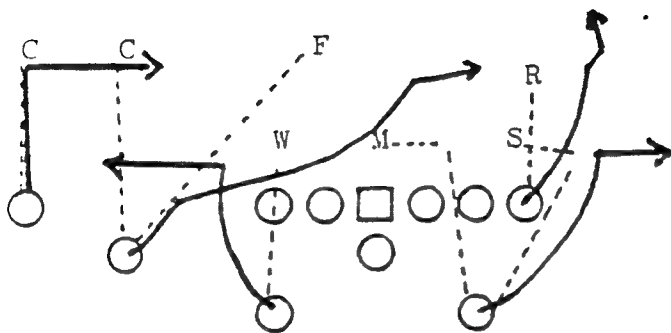
COVER 4 FREE



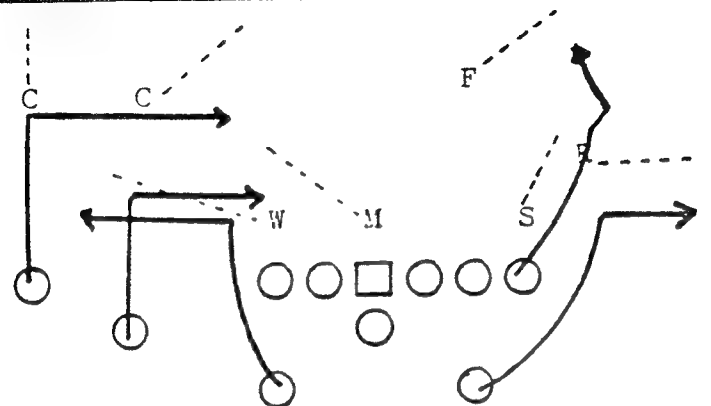
COVER 1 SKY



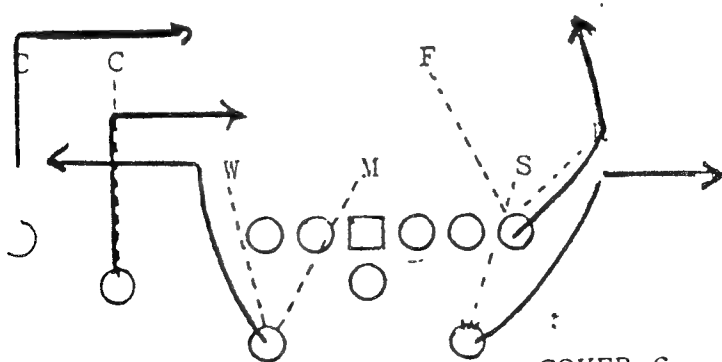
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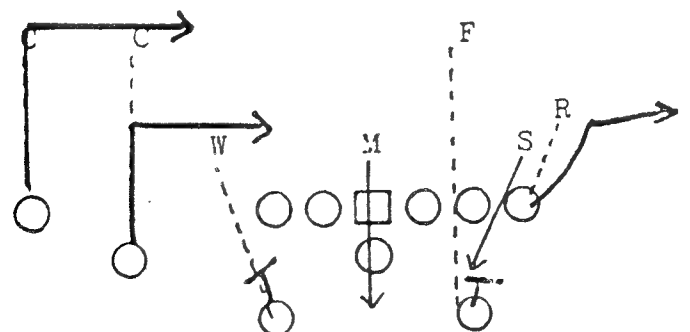
COVER 3 Z



COVER 5 SKY



COVER 6



COVER 9

COACHING POINTS

SERIES & PROTECTION FLARE PATTERN 844 FLARE CONTROL 8 WIDE-
QUARTERBACK STRONGSIDE ROUTE WHEEL

P.S.L. SAFETIES READ FRANK-STUB DROP 7 STEPS

PROGRESSION

- C.P.s: 1. YOU SHOULD HAVE A GOOD OPPORTUNITY TO HIT YOUR 8 ROUTE ON THIS PATTERN IF FRANK WORKS DEEP OR STRONG.
 2. WHEN WORKING THE 8 ROUTE BE ALERT FOR MAC OR BUCK'S DROP.
 3. STRONG AREA READ.
 4. BE ALERT FOR CROWD COVERAGE ON Z. VS CROWD HE CONVERTS HIS 4 TO A ZERO ROUTE

REC. ADJs Vs CLOUD X BURST Y NONE Z NONE: Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE WHEEL

- C.P.s: 1. CHECK WILL. GOOD ARC RELEASE THRU OUTSIDE SHOULDER OF WILL.
 2. ACCELERATE THIS ROUTE UPFIELD TO A DEPTH OF 5-7 YDS. DEEP.
 3. MAKE WILL AND CORNER THINK YOU'RE GOING DEEP.
 4. AT 5-7 YDS DEPTH ROLL TO YOUR OUTSIDE AND COME UNDERNEATH CORNER.
 5. NO ADJUSTMENTS ON THIS ROUTE.

FULLBACK

Protection S.P.U. STUB ROUTE WIDE RELEASE OUTSIDE

- C.P.s: 1. DRIVE AT OUTSIDE SHOULDER OF STUB. READ HIS DROP.
 2. WORK UPFIELD 7 YDS DEEP, JAB AND BREAK OUTSIDE, VS MAN BEAT STUB.
 3. IF STUB IS DROPPING DEEP, BE ALERT TO STOP IN THE HOLE BETWEEN HIM AND ROVER OR CORNER.

X

SPLIT WIDE ROUTE 4 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s: 1. 4 ROUTE B.P. IS 18 YARDS DEEP.
 2. READ CORNER'S FOR COVERAGE
 3. DRIVE OFF AND PUSH DEEP TO 18 YDS. GET MAXIMUM DEPTH AND WIDTH. SQUARE UP AT 23 YDS DEEP. AS YOU BREAK INSIDE THE QB WILL THROW YOU OPEN.
 4. BE ALERT FOR "BRACKET" ADJUSTMENT.

Y

SPLIT NORMAL ROUTE 8 RELEASE OUTSIDE ADJ. Vs. CLOUD NONE

ADJ. Vs. COV. 2: NONE

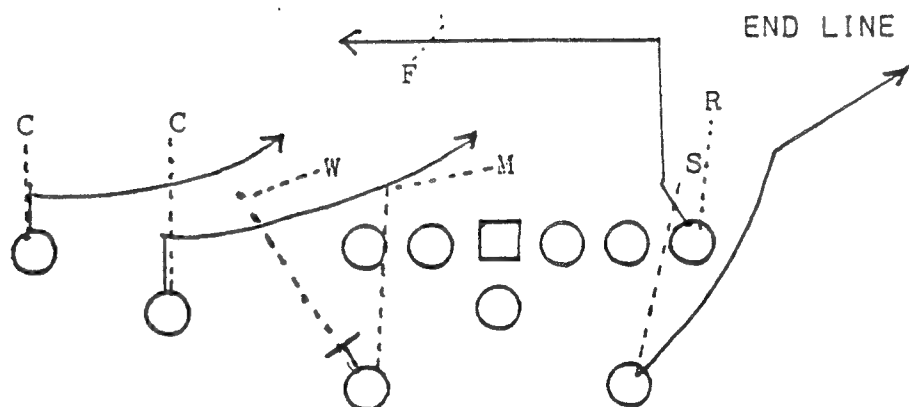
- C.P.s: 1. TAKE A OUTSIDE RELEASE AND RUN YOUR ROUTE OFF THE ROVER. GIVE HIM A GOOD OUTSIDE MOVE ON YOUR BREAK.
 2. YOU ARE AN OUTSIDE 8. NO ADJUSTMENTS.
 3. YOUR B.P. IS 10 YDS. DEEP. LOOK FOR BALL AT 12.

Z

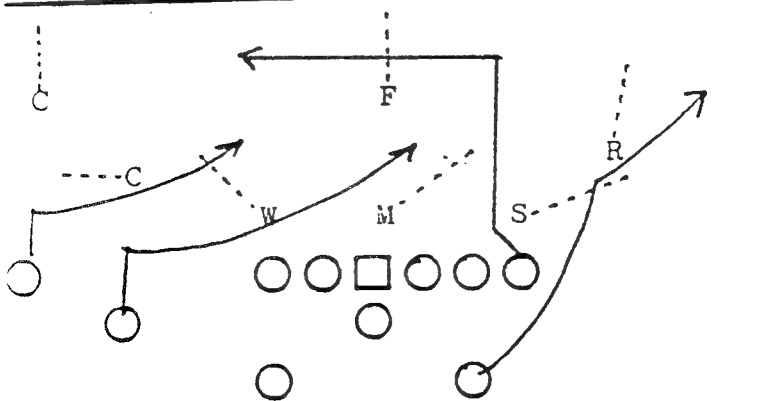
SPLIT SLOT ROUTE 4 RELEASE INSIDE ADJ. Vs. CLOUD NONE

- C.P.s: 1. B.P. AT 10-12 YDS. DEEP.
 2. VS CROWD CONVERT 4 ROUTE TO ZERO.

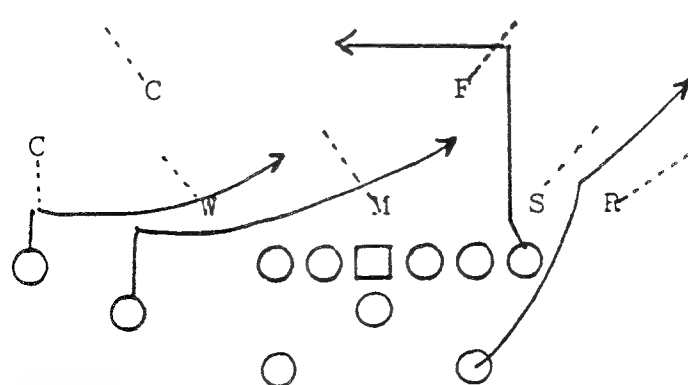
SERIES & PROTECTION L PATTERN 400 FLARE CONTROL FLAG



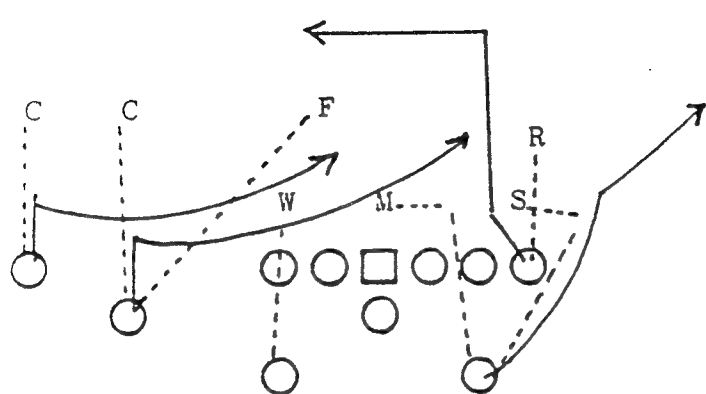
COVER 4 FREE



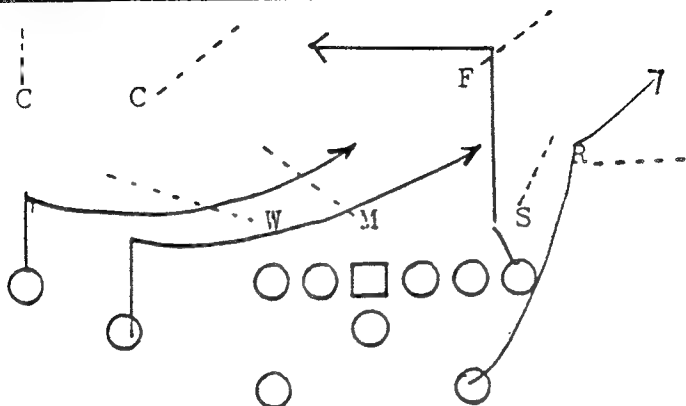
COVER 1 SKY



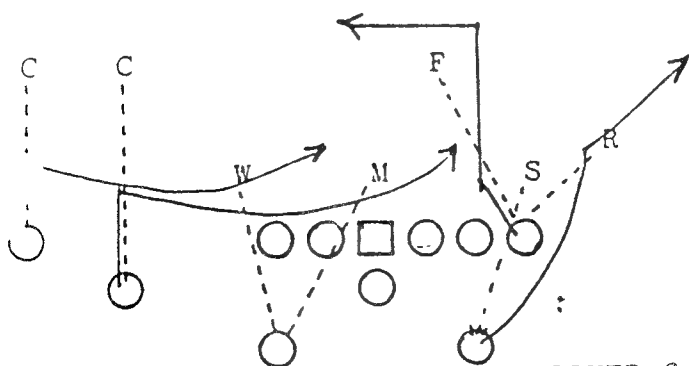
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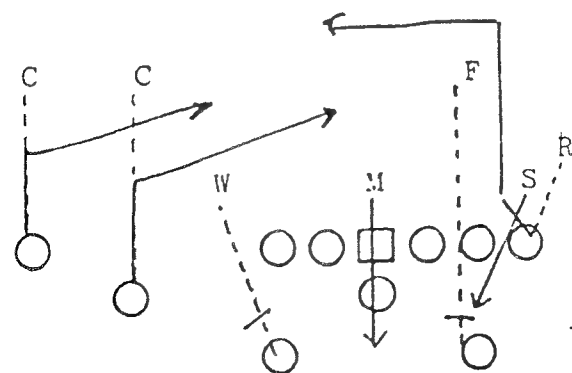
COVER 3 Z



COVER 5 SKY

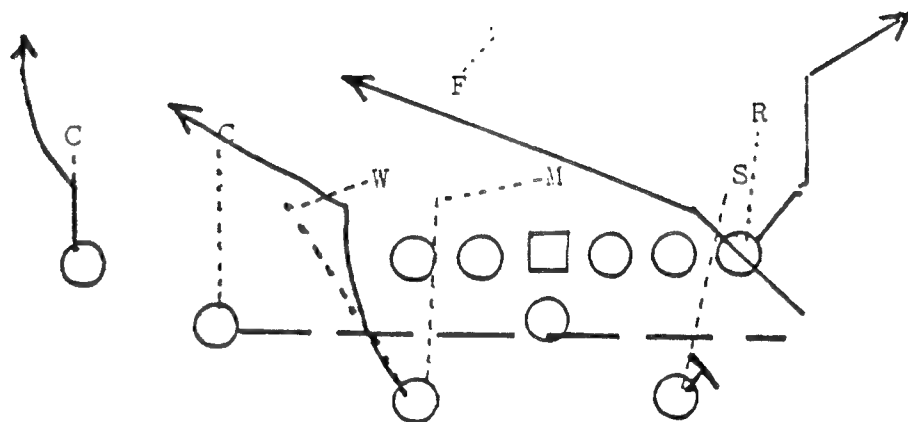


COVER 6

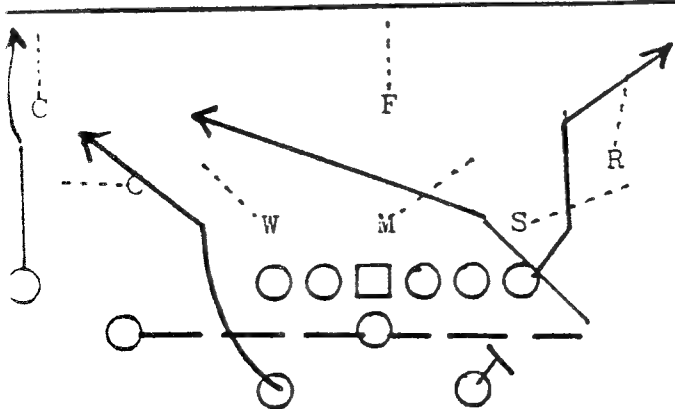


COVER 9

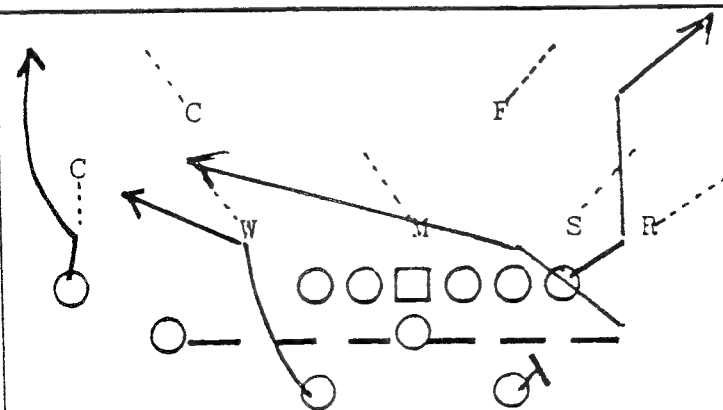
SERIES & PROTECTION R PATTERN 970 FLARE CONTROL FLAG



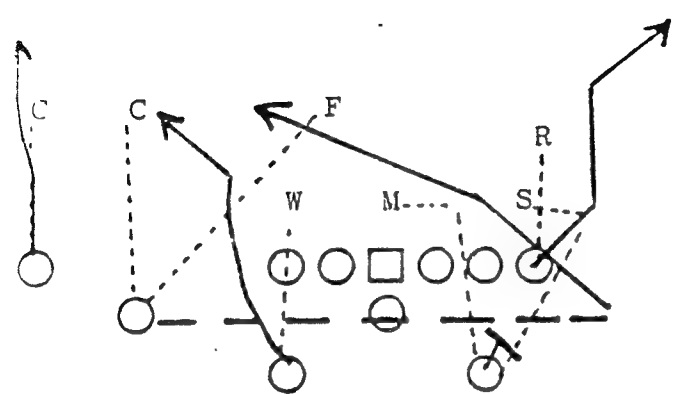
COVER 4 FREE



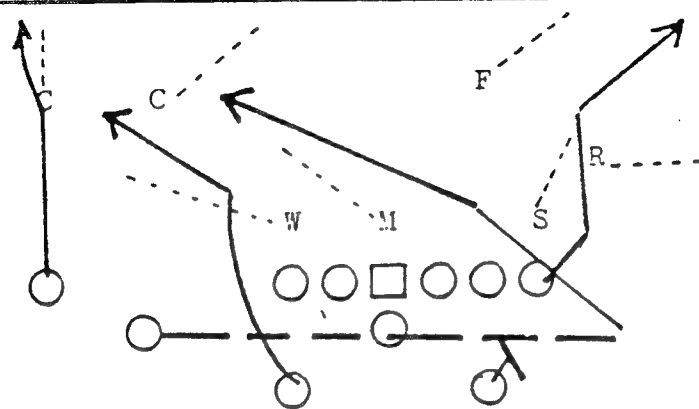
COVER 1 SKY



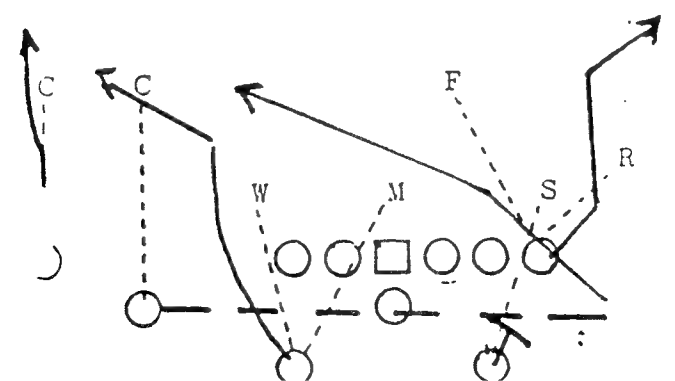
COVER 2



COVER 3 Z

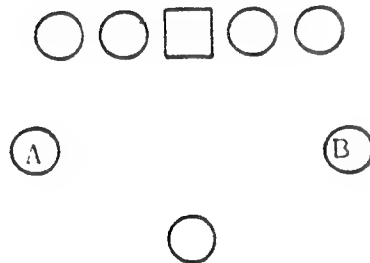


COVER 5 SKY



ORANGE RIGHT

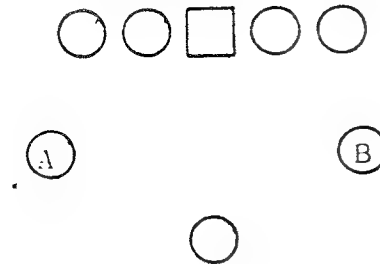
(X)
 Key 4 Zero 8 A Shoot
 Key Fake Zero 44 A Shoot
 Key 768 A G.O.
 Key 972 A Post
 Key 768 A Fake Delay
 Key 599 A Center
 Max 989 P.U.
 Flare



(Y) (Z)
 Key 272 Up X-Z Delay
 Key 272 Up X-Z Fake De
 Key Zero 44 B Shoot
 Flare 787 B Wheel-Snea
 Flare 989 B Cross-Snea
 Flare 844
 Dash at 8-436
 Dash at 8-472 Fake Del
 Key SSY Pick
 Key SSB Pick

TRIPS RIGHT

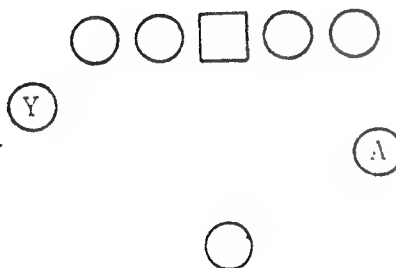
(X)
 Key 499 A Option



(Y) (Z)
 Scot 637 B Post
 Scot 834 B Post
 Flare 844
 Flare 787 B Wheel-Snea

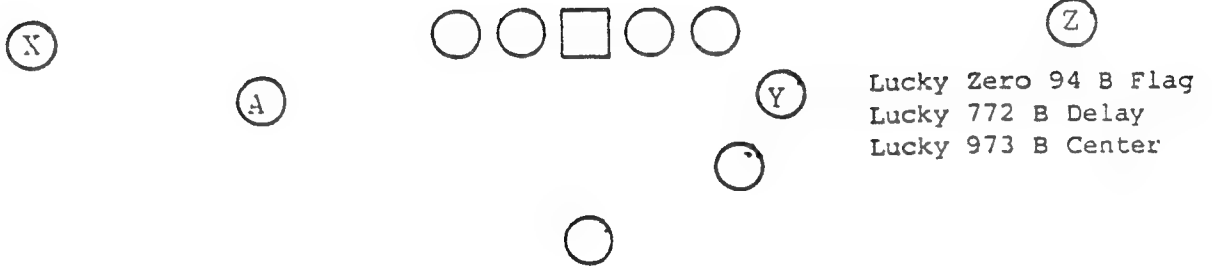
FAR LEFT GUN

(B)
 Scot 368
 Scot 399 Go
 Flare 844 (OH)
 Flare 787 A Wheel-Sneak (OH)



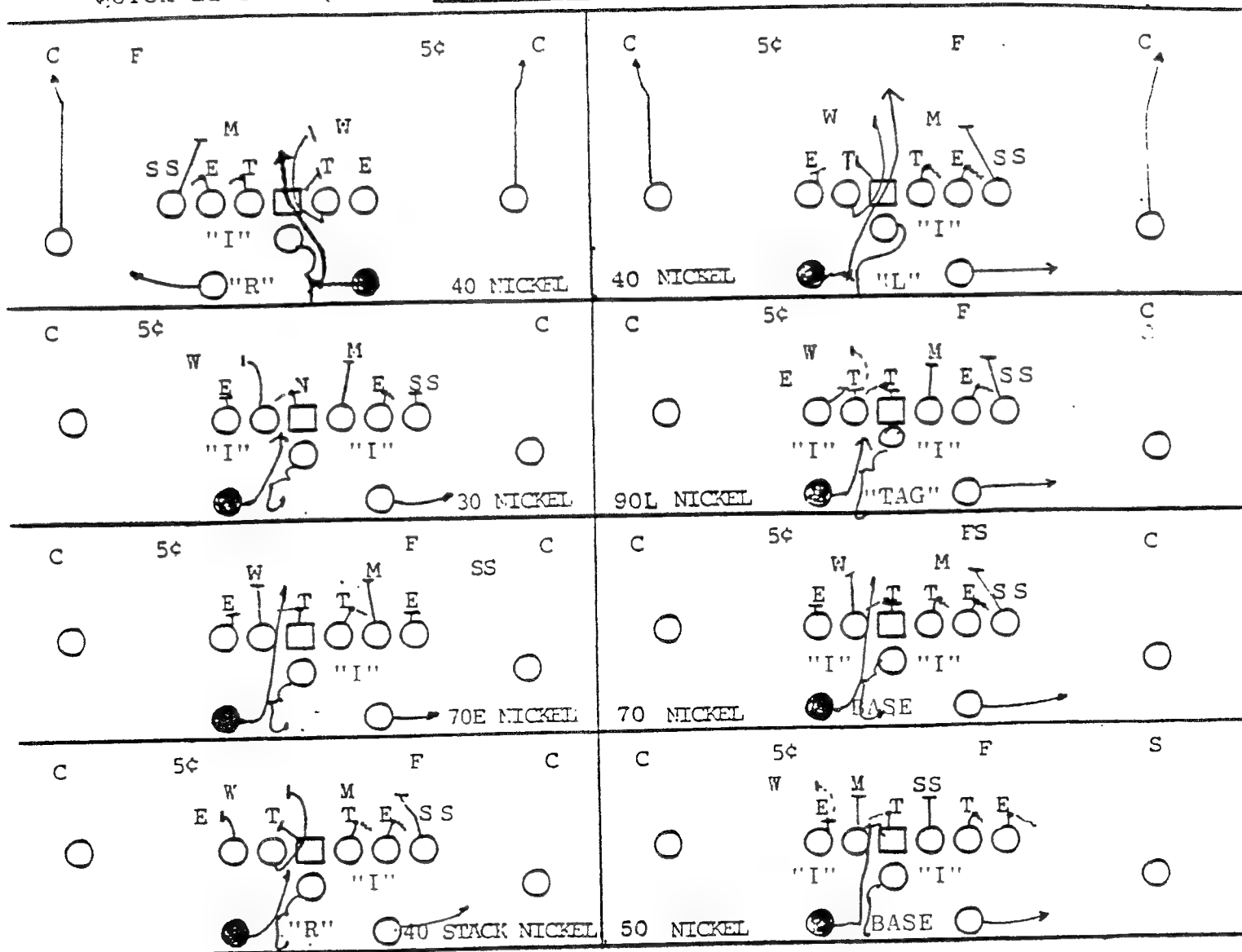
(X) (Z)

DUEL RIGHT GUN



QUICK 21 DRAW (FOLD)

QUICK 20 DRAW (FOLD)

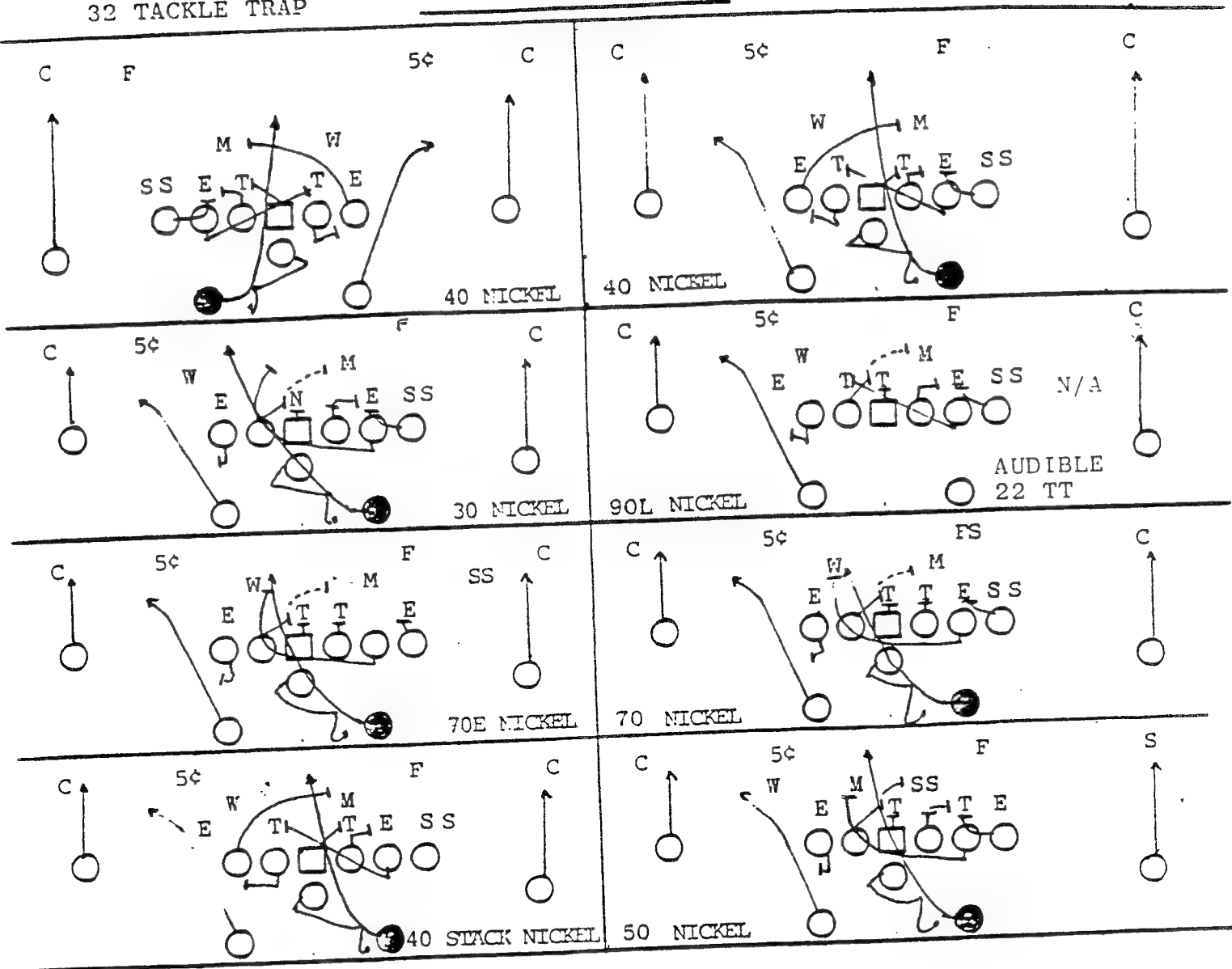


BLOCKING RULES

- Y: SHUT OFF 3 TO STR. ILB'ER
- PT: BASE BLOCK #2 WITH "I" BLOCKING
- PG: BASE BLOCK #1 WITH "I" BLOCKING - BUBBLE, BASE BLOCK LB'ER
- OCN: UNCOVERED: FOLD WITH OG-COVERED: BASE BLOCK #0 WITH "I" BLOCK
- OG: EVEN, FOLD WITH OCN ON WK ILB - ODD: BASE BLOCK #1
- OT: SHUT OFF #2 OR MD - TAG THE 90 DEF.
- A BACK: AIMING POINT - NEAR HIP OF CENTER. HIT HOLE AS QUICKLY AS POSSIBLE
- B BACK: BASE
- X: PRESS: RUN HIM OFF. NO PRESS OPTION BLOCK.
- Z: 9 ROUTE

32 TACKLE TRAP

33 TACKLE TRAP

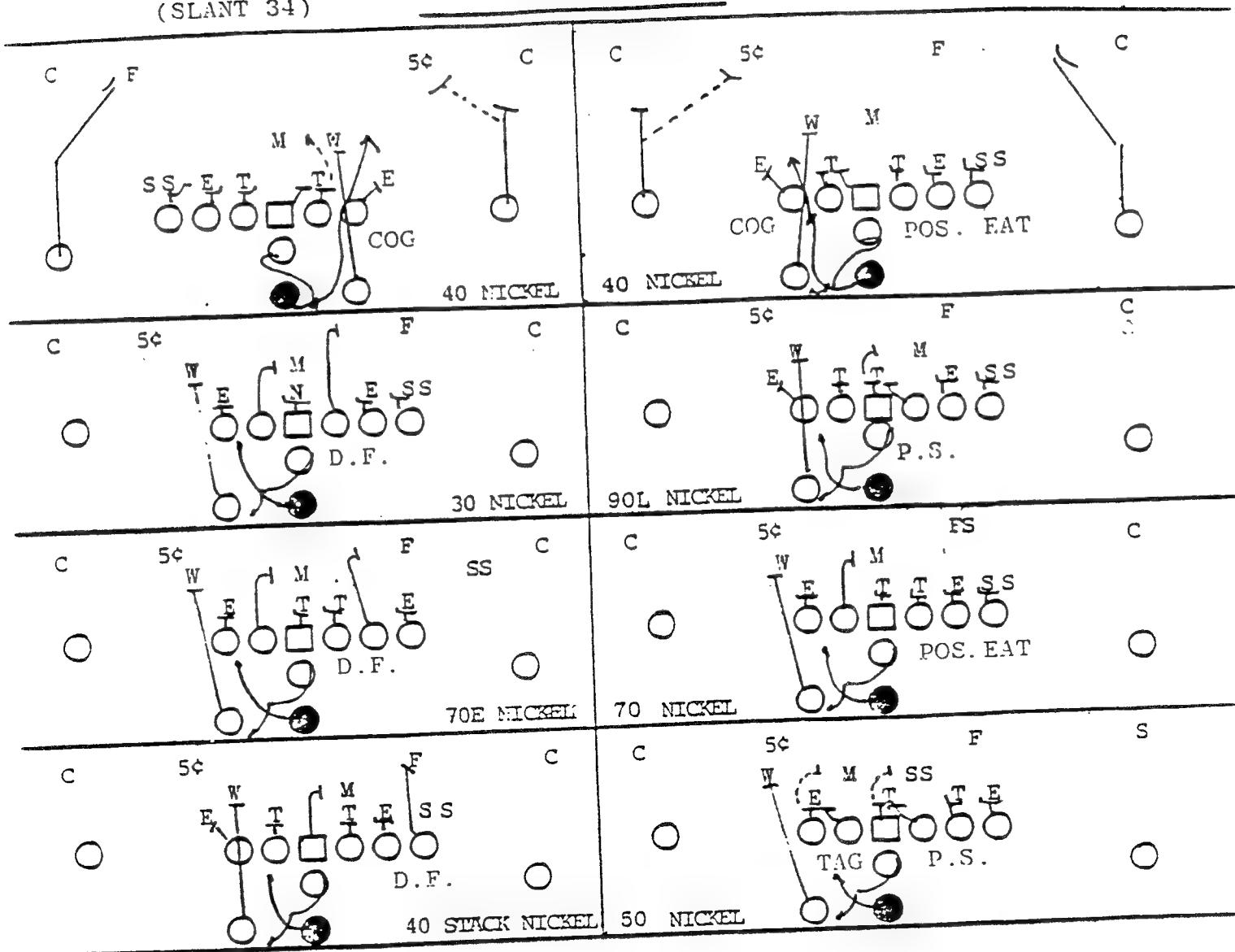


BLOCKING RULES

- Y: SEAL #2 MAN
- PT: BLOCK WEAK ILB'ER VS 40 - ODD FRONT PASS INFL. D.E., BLOCK HIM
- PG: PASS INFLUENCE, SHUT OFF #3 VS EVEN. PAL BLOCK NOSE ALL OTHERS
- OCN: BLOCK AWAY ALL EVEN DEFENSES - PAL BLOCK NOSE ALL OTHERS
- OG: SHOULDER POST #1, SHUT OFF D.E. - BUBBLE, CHOKE IT, BLOCK AWAY
- OT: PULL TRAP D.T. VS EVEN, JOKER BLOCK ALL OTHERS
- A BACK: N.S.P.U. RUN ARROW ROUTE
- B BACK: LATERAL STEP. ROLL INTO HOLE. HUG DOUBLE TEAM.
- X: PRESS: RUN HIM OFF. NO PRESS, BLOCK OPTION.
- Z: RUN OFF. :

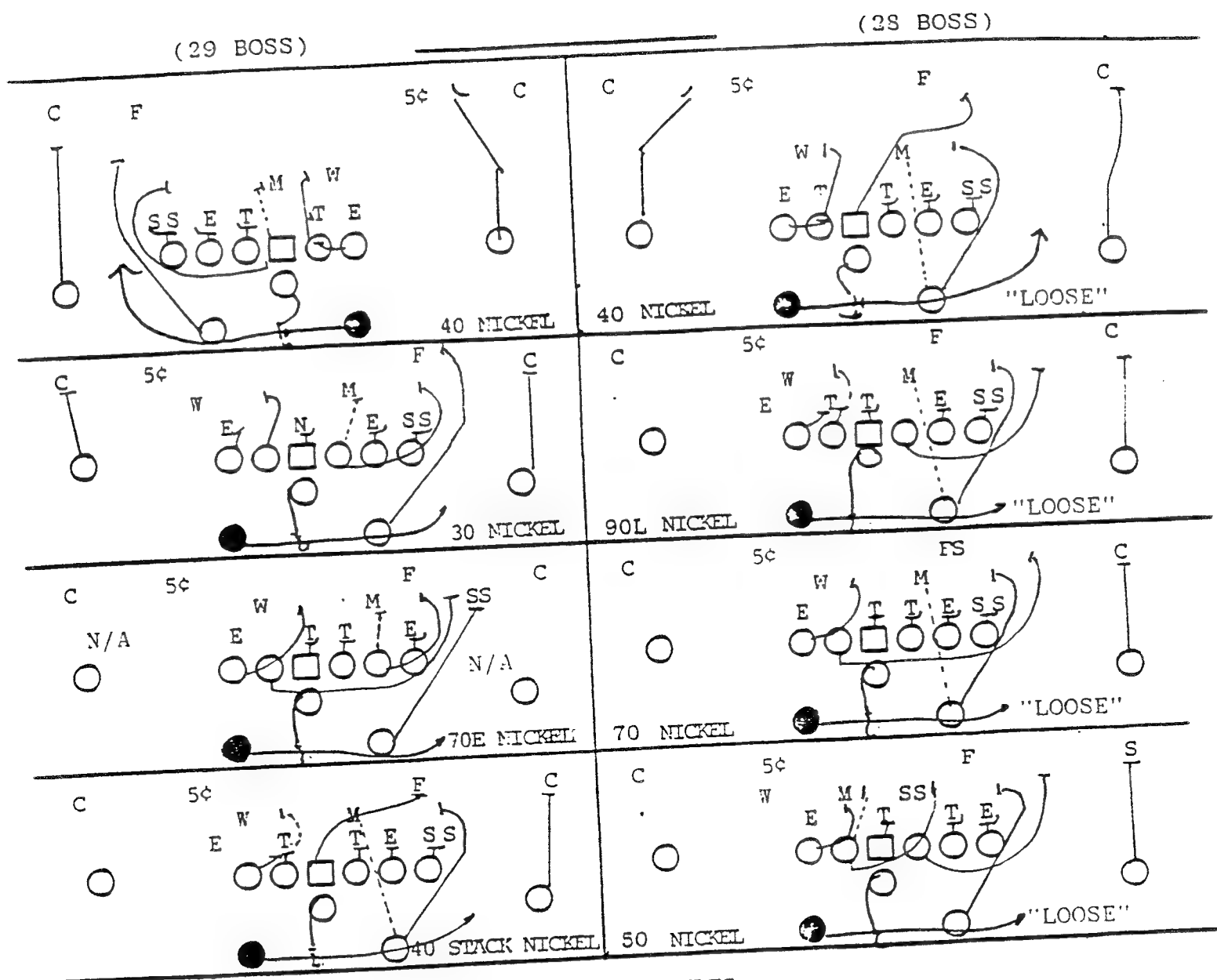
(SLANT 34)

(SLANT 35)



BLOCKING RULES

- Y: SHUT OFF #3 MAN - ALERT LIGHTNING FORCE FOR EAT
- PT: BASE BLOCK D.E.
- PG: BASE BLOCK #1 - ALERT FOR COG & TAG CALL.
- OCN: BASE BLOCK #0 - CAN USE COG & POWER SNAPPER BLOC
- OG: BASE BLOCK #1 - ALERT FOR POWER SNAPPER CALL IF UNCOVERED
- OT: SHUT OFF #2 - EAT VS LIGHTNING FORCE
- A BACK: BLOCK WILL: TAKE BEST PATH TO BLOCK WILL - DON'T CHOOSE A SIDE
- B BACK: ROLL TO - TAIL OF PLAYSIDE TACKLE RUN DAYLITE.
- X: PRESS: RUN OFF. NO PRESS. OPTION BLOCK
- Z: RUN OFF

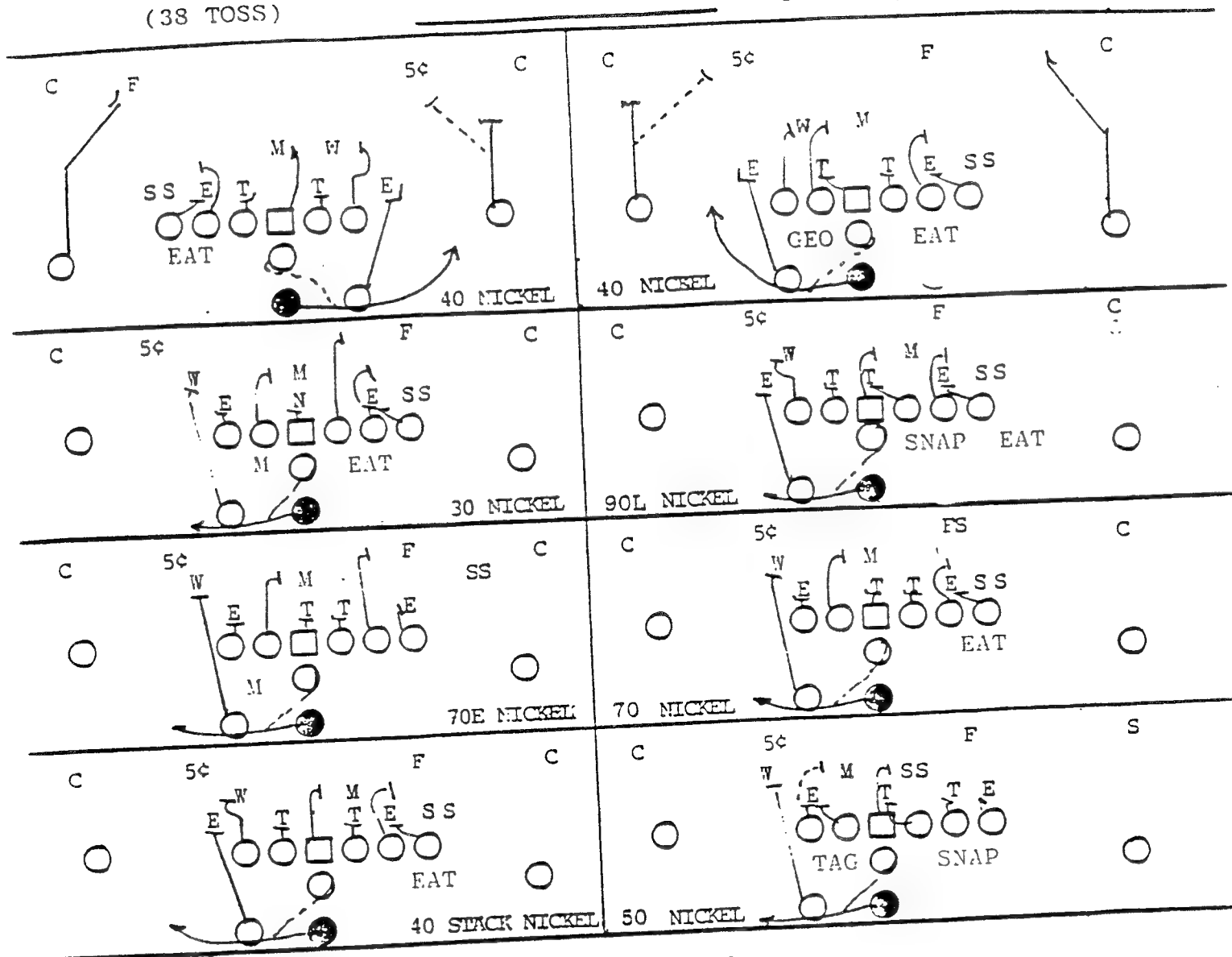


BLOCKING RULES

- Y: HOOK EMLOS
- PT: HOOK #2 (EXCEPTION, 70E, HAVE TO PULL)
- PG: HOOK #1, IF #1 TOO WIDE, CALL "LOOSE", PULL, BLOCK F.S.
- OCN: BLOCK #0, IF #0 TOO WIDE, CALL "LOOSE", BLOCK F.S.
- OG: CUT OFF #1 TAG 90, 40 - PULL BLOCK F.S. VS 70
- OT: CUT OFF #2 OR M.D. - TAG 40, 40 STK & 90 - BLOCK #1 VS 70
- A BACK: BALL CARRIER. RECEIVE HAND OFF. READ BLOCK OF Y. TRY TO GET OUTSIDE
- B BACK: BLOCK FS UNLESS "LOOSE" CALL, BLOCK STRG. INSIDE LB'ER
- X: 8 ROUTE
- Z: PRESS: RUN HIM OFF. NO PRESS BLOCK CORNER

(38 TOSS)

39 TOSS



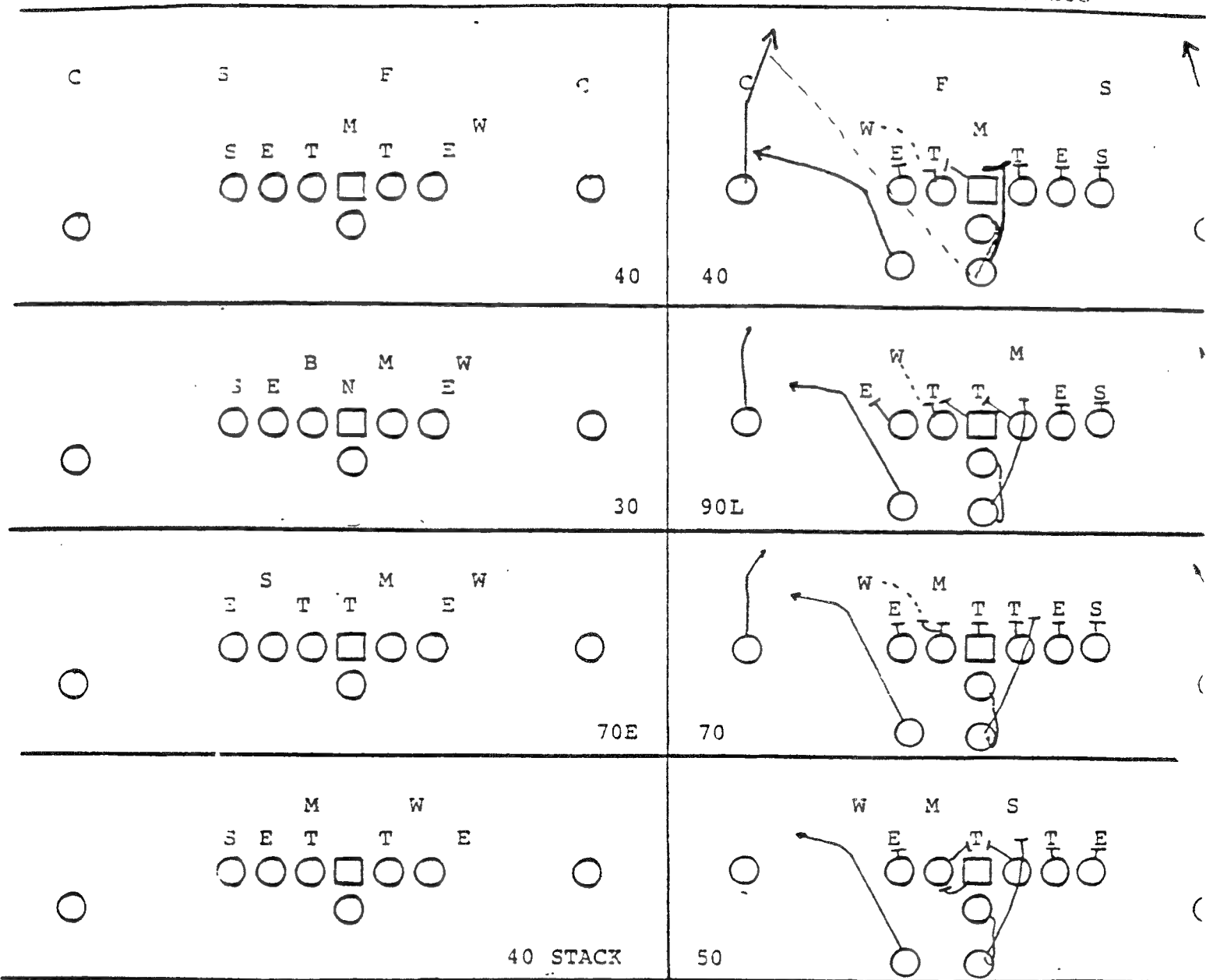
BLOCKING RULES

- Y: SHUT OFF #3 MAN - ALERT EAT CALL
- PT: BASE BLOCK #2 - IF TOO WIDE & WILL INSIDE, GO FOR WILL - TAG
- PG: BASE BLOCK #1 - POS. GEORGE & TAG
- OCN: BASE BLOCK #0 - POS. SNAPPER & GEORGE
- OG: BASE BLOCK #1 - ALERT SNAPPER
- OT: SHUT OFF #2 - MAKE EAT CALLS
- A BACK: BLOCK WILL - OUTSIDE # HIT AND TURN HIM - YOU MAY GUT ON DOG.
- B BACK: SPRINT Laterally TO SIDELINE: RECEIVE BALL, READ BLOCK OF P.T. FOR CUT.
- X: PRESS: RUN HIM OFF - NO PRESS BLOCK OPTION.
- Z: RUN OFF

PLAY PASSES --GENERAL INFORMATION

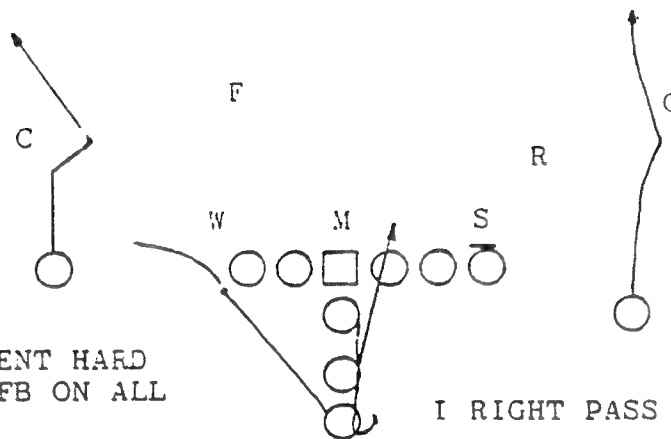
There will be several types of play passes in our offense. The term used to describe them will be primarily to designate the blocking scheme. Our play action type passes are:

1. PASS This involves a blocking scheme which is exactly the same or which closely coincides with the running play we are faking. QB pulls up to throw from inside the tackles.
2. SLIDE PASS This involves a scheme whereby a faking back is responsible for picking up a Red Dog by an inside backer. This allows several linemen to coordinate in such a manner that the offside rushers -- including the OLB -- are accounted for. The back not faking inside is responsible for the OLB to the playside.
3. BOOTLEG Action whereby the QB fakes a hand off but retains possession, and moves simultaneously away from faking area, attacking the flank. The QB has the option of passing or running with the ball.
4. SPRINT PASS Action whereby the QB opens and as he moves away from the L.O.S. he simultaneously attacks the flank. The QB has the option of throwing to one of the receivers or of running with the ball. One or more linemen will pull out to protect for the QB.
5. RUNNING PASS Passes, off of a running action, thrown by someone other than the QB.
6. GOAL LINE PASSES Special blocking on play passes used at the goal line in order to cope with specific goal line protection and coverage considerations. Often these are used in short yardage situations, also.
7. DASH Whereby the QB initially sets up inside the protective pocket to lure rushers on an upfield course. The QB then breaks sharply at a designated flank, usually aided by a nail down block. A planned pass pattern is executed in conjunction with this action.



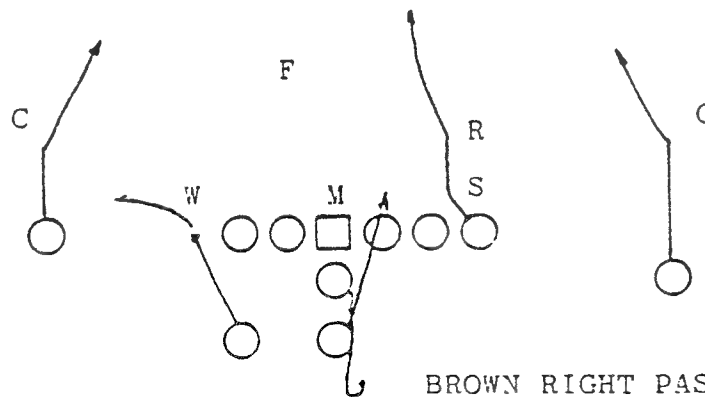
BLOCKING RULES

- Y: OH BLOC
- PT: PLAY ACTION #2.
- PG: PLAY ACTION #1 - UNCOVERED, DOWN BLOC NOSE.
- OCN: TURN BLOC AWAY - (EXCEPTION, 30 & 70 DEF.)
- OFT G: COVERED, TURN BLOC AWAY - UNCOVERED, MAC TO WILL.
- OFT T: PLAY ACTION #2
- A BACK: DRIVE AT OUTSIDE LEG OF WEAKSIDE TACKLE - BLOC WILL ON OUTSIDE DOG
- B BACK: DRIVE AT INSIDE LEG OF PLAYSIDE GUARD - BLOC 1ST INSIDE BACKER - VS 90, MAC - VS 50, STUB.
- X: 2 ROUTE - VS CLOUD, BURST; VS PRESS O.S.
- Z: S ROUTE

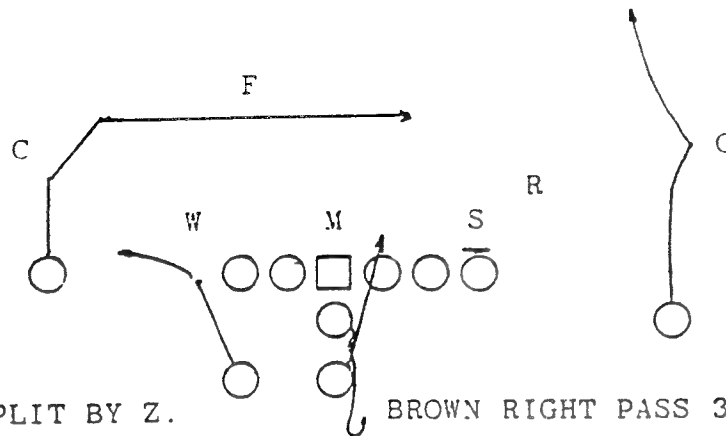


CP - MUST HAVE EXCELLENT HARD
DRIVING FAKE BY FB ON ALL
30 DRIVE PASSES.

I RIGHT PASS 30 D - 708

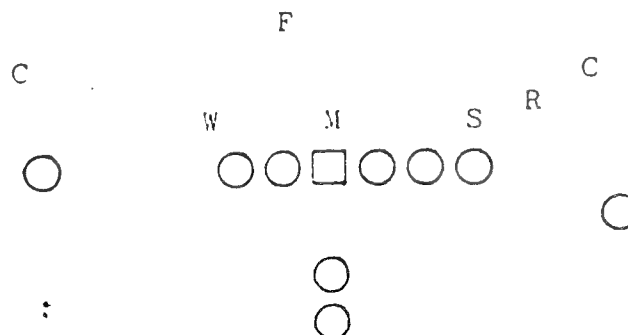


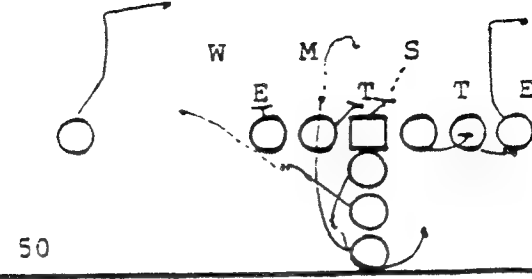
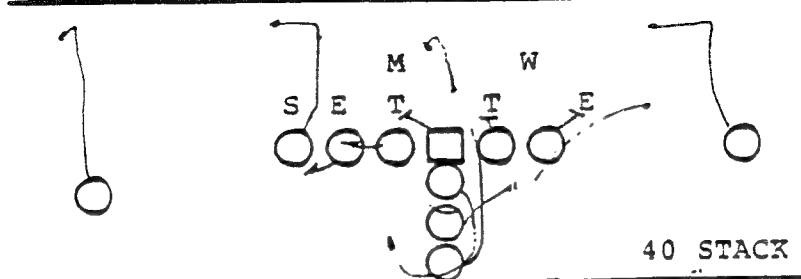
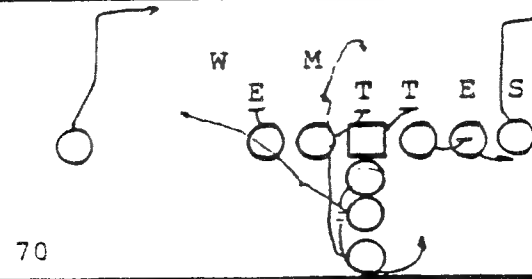
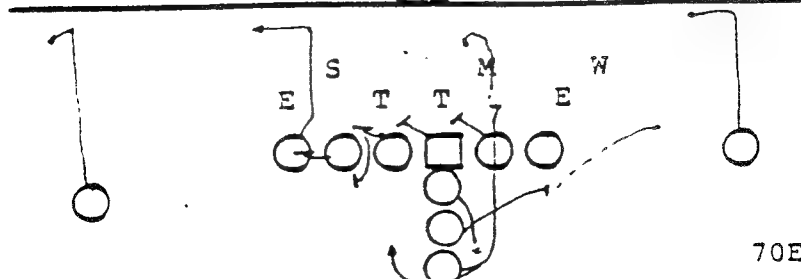
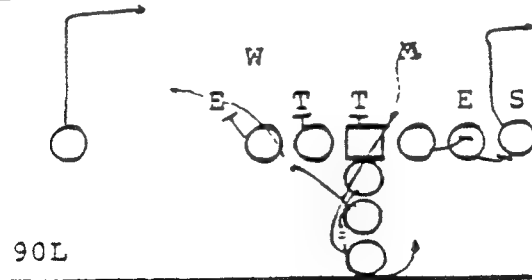
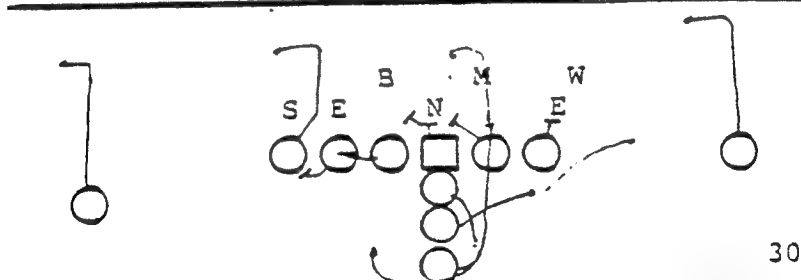
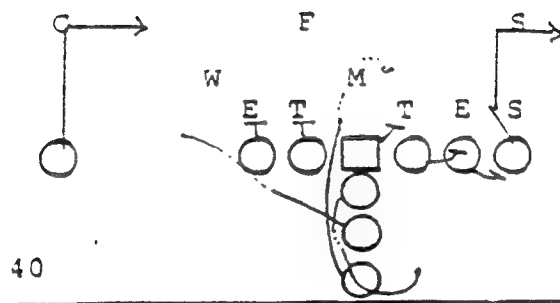
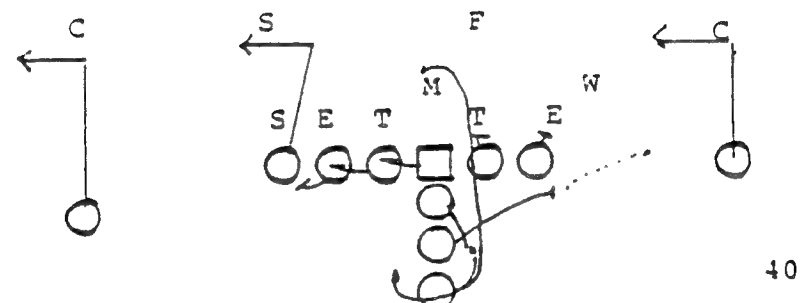
BROWN RIGHT PASS 30 D - 2 POP 2



CP: - ONLY AN 8 YD. SPLIT BY Z.

BROWN RIGHT PASS 30 D - 208 Z POST





BLOCKING RULES

Y: 3 ROUTE

PT: M BLOC D.E.

PG: COVERED: M BLOC - UNCOVERED SLIDE BLOC AWAY

OCN: SLIDE BLOC AWAY (EXCEPTION, 90L, M BLOC NOSE)

OFT G: SLIDE BLOC AWAY

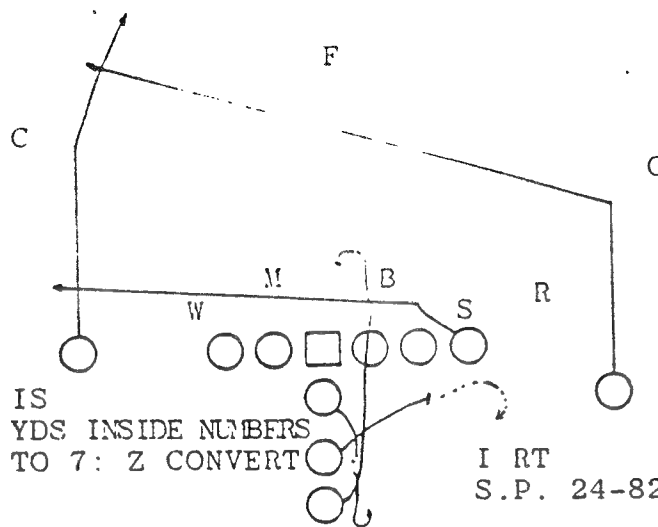
OFT T: SLIDE BLOC AWAY

A BACK: DRIVE TO TAIL OF CALL SIDE GUARD, ACCEPT FAKE, BLOCK 1ST INSIDE BACKER. ALERT: 90 AND 40 STACK DEFENSE.

B BACK: BLOCK WILL AGGRESSIVE

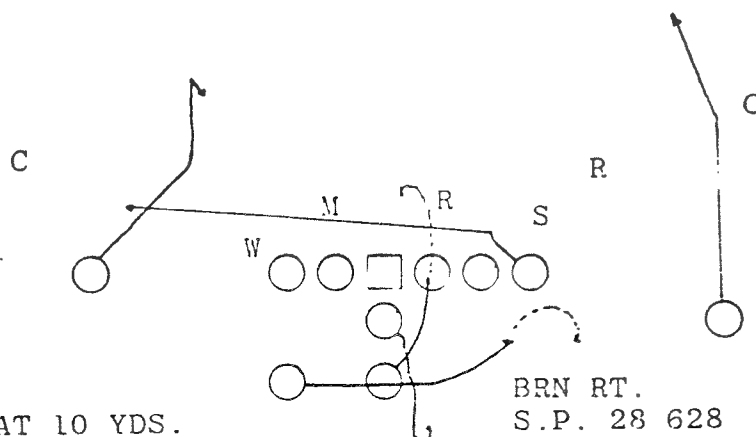
X: SEAM 4 ROUTE

Z: 5 ROUTE



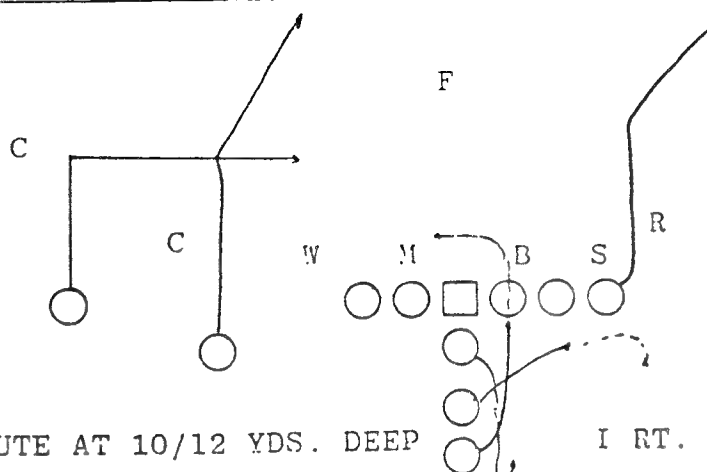
CP Z - 4 DIAGONAL B.P. IS
10/12 YDS. DEEP: 3-5 YDS INSIDE NUMBERS
CP VS C-2: X CONVERT 8 TO 7: Z CONVERT
DIAGONAL 4 to D.B. 4

I RT
S.P. 24-824 DIAGONAL



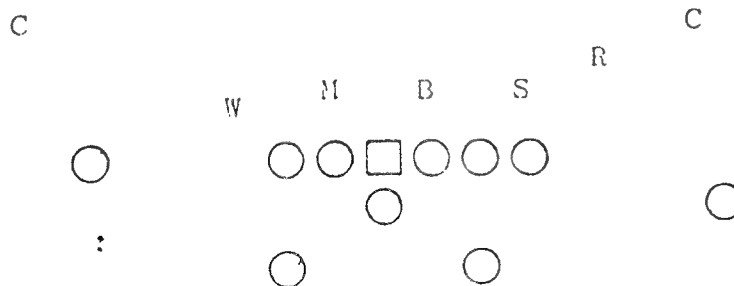
C.P. X-RUN 6 ROUTE AT 10 YDS.

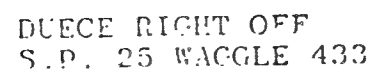
BRN RT.
S.P. 28 628

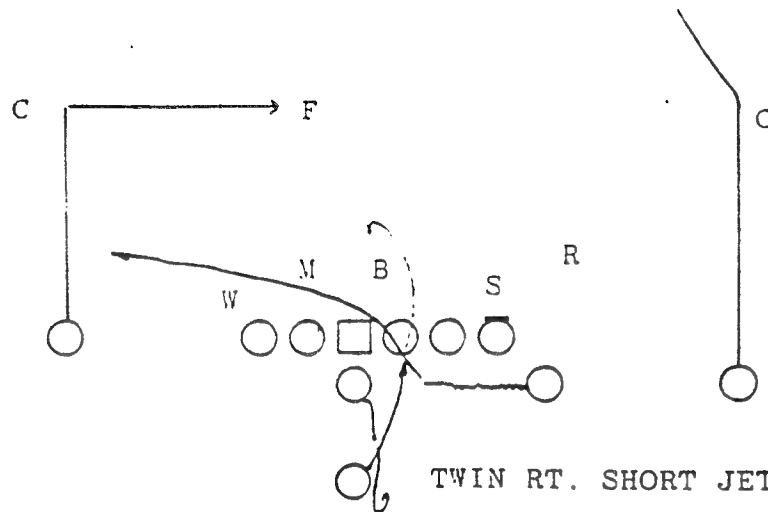


C.P. X-RUN 4 ROUTE AT 10/12 YDS. DEEP

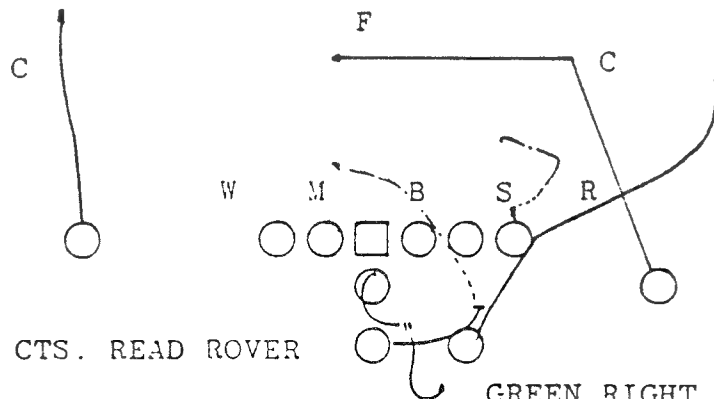
I RT. OPPOSITE S.P. 24-794





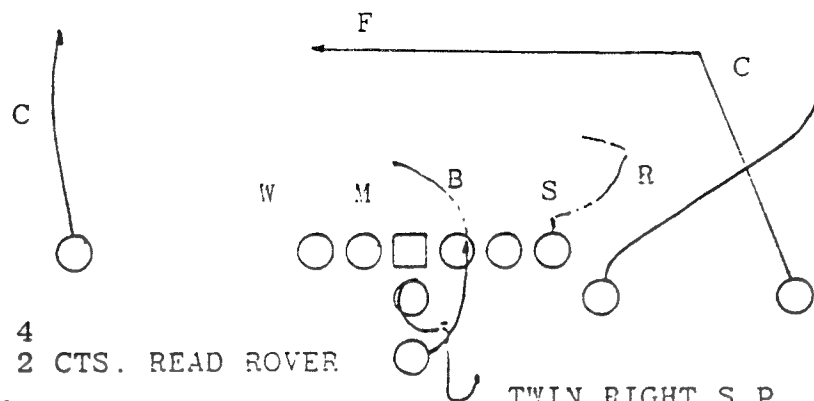


TWIN RT. SHORT JET S.P. 24-428 OH



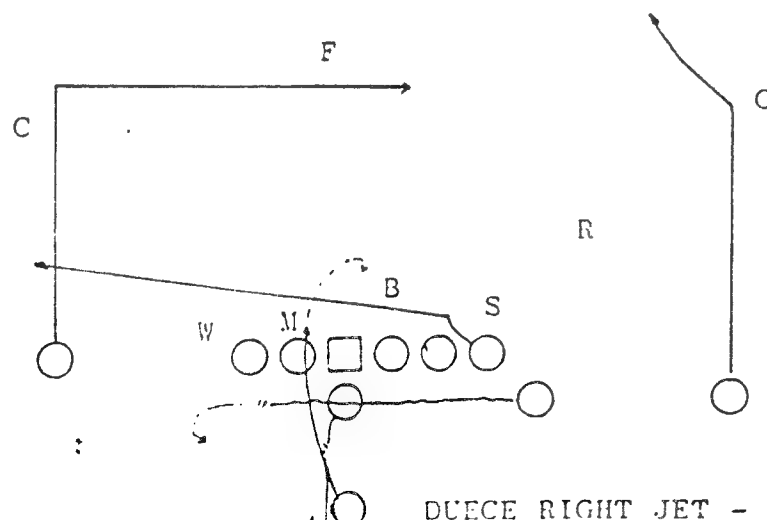
C.P. Z: RUN SEAM 4
Y: OH BLOCK 2 CTS. READ ROVER
GET OPEN.

GREEN RIGHT S.P. 34-904 H SHOOT

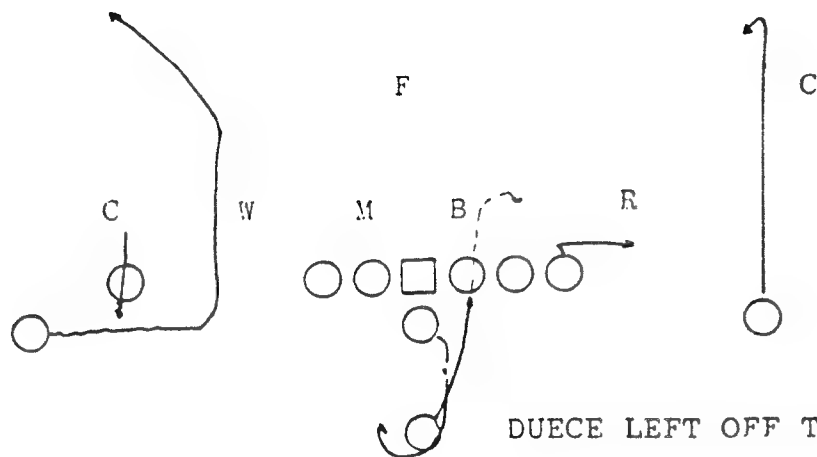


C.P. Z: RUN SEAM 4
Y: OH BLOCK 2 CTS. READ ROVER
GET OPEN.

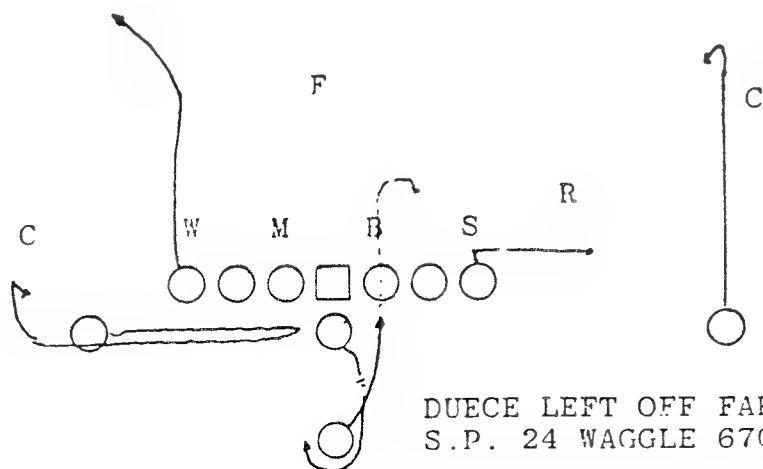
TWIN RIGHT S.P. 34-904 B SHOOT



DUECE RIGHT JET - S.P. 25 - 428



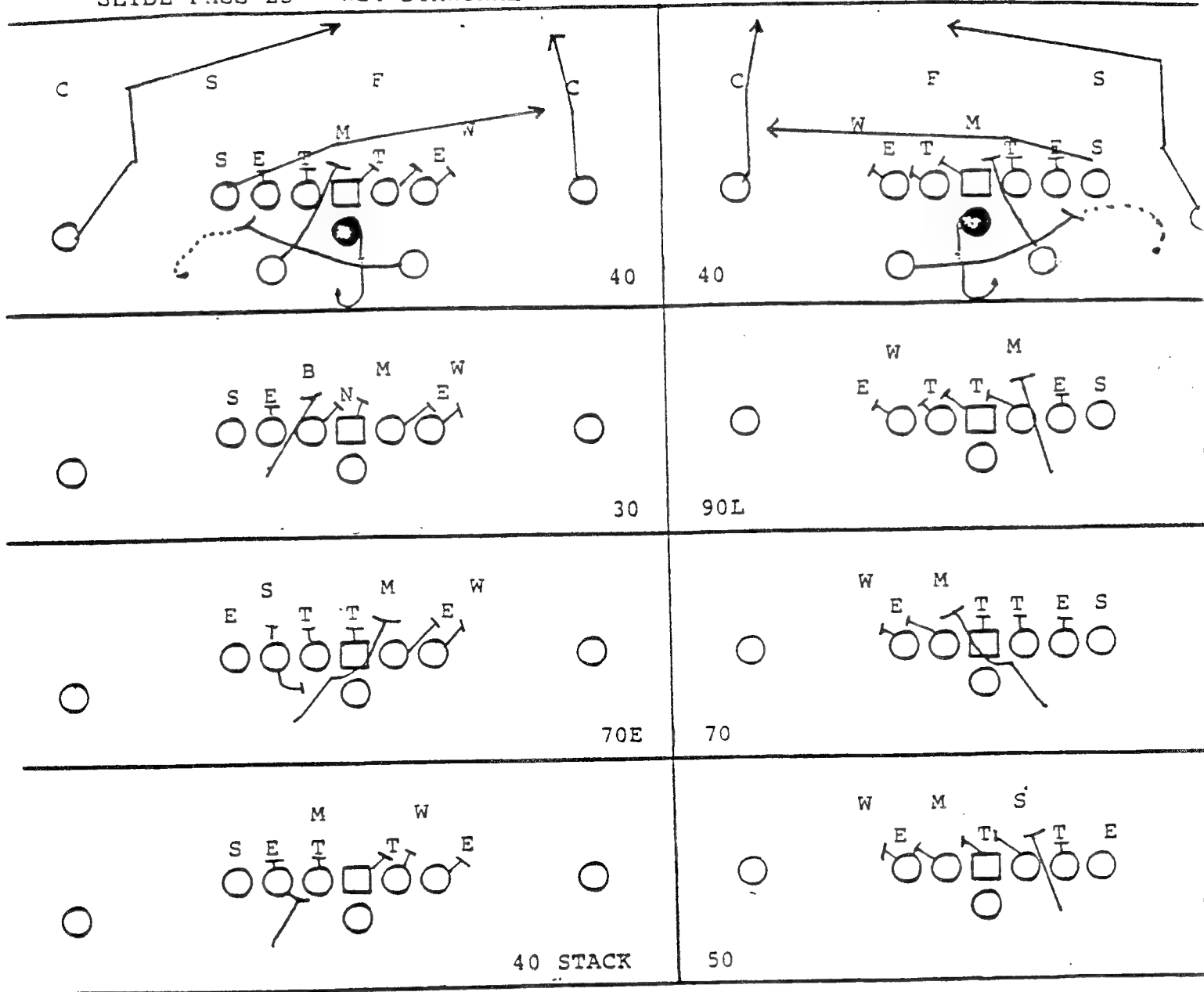
DUECE LEFT OFF TIM S.P. WAGGLE 65



DUECE LEFT OFF FAKE ZOOM
S.P. 24 WAGGLE 670

SLIDE PASS 29 - S24 DIAGONAL

SLIDE PASS 28 - 824 DIAGONAL



BLOCKING RULES

Y: 2 ROUTE

PT: M BLOC #2 - UNCOVERED, CK LB'ER, DROP TO HELP INSIDE.

PG: COVERED, M BLOC #1 - UNCOVERED, DOWN BLOC #0.

OCN: UNCOVERED, M BLOC #1 AWAY - COVERED VS 70, 70E, M BLOC NOSE.

OFT G: SLIDE & BLOC #2 AWAY - VS 90, CK. WILL.

OFT T: SLIDE & BLOC #3 AWAY

A BACK: LEAD STEP - ON CROSSOVER ACCEPT OB FAKE-GAIN GROUND TO L.O.S.
BLOC STUB - ALERT OB'S SLIGHT ROLL YOUR SIDE

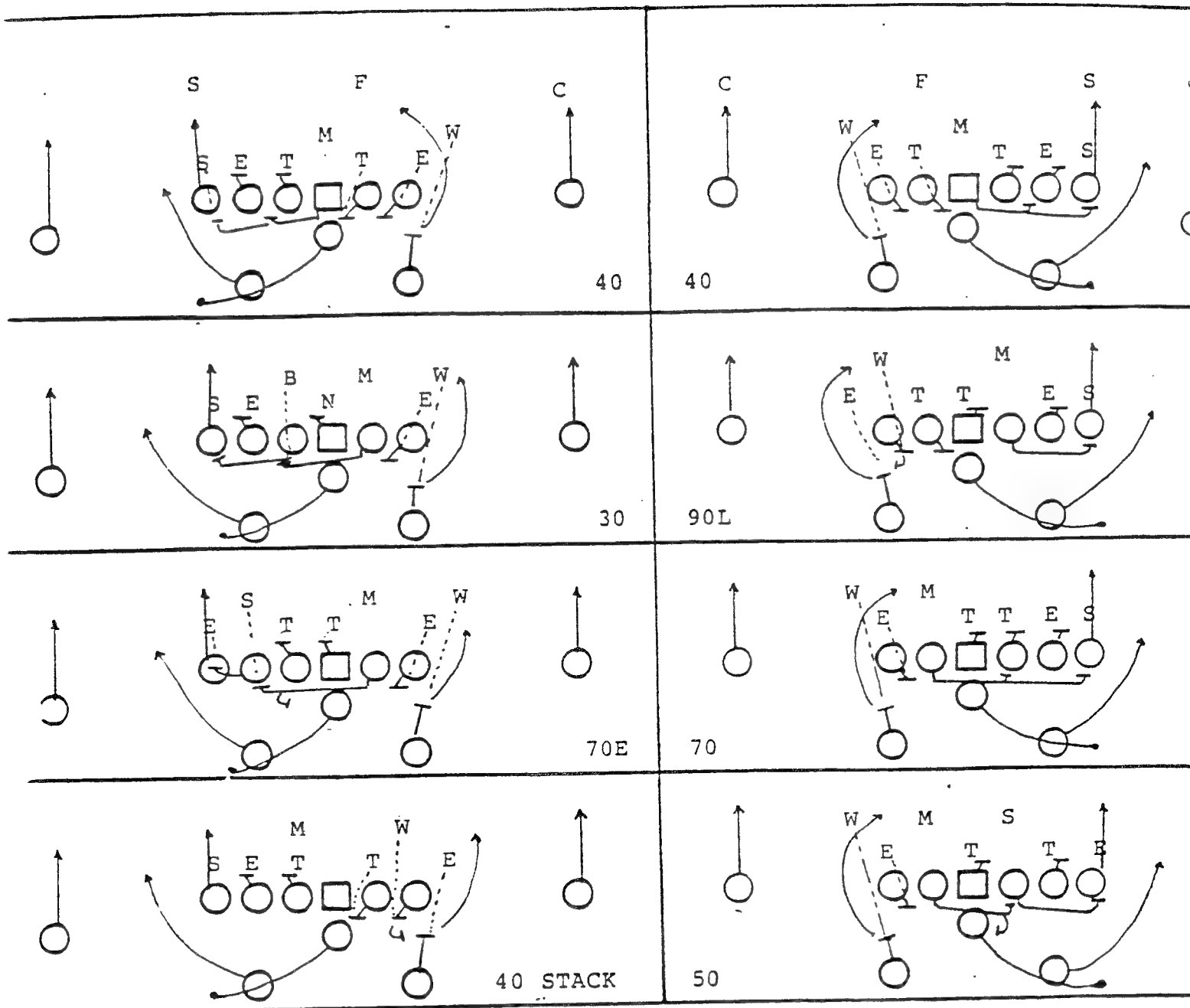
B BACK: SPRINT AT-TAIL OF OCN - BLOC MAC - ALERT 30, BUCK, VS 50, STUB

X: 8 ROUTE

- DIAGONAL

SPRINT LEFT AT 9

SPRINT RIGHT AT 8



BLOCKING RULES

Y

ONside TACKLE: BASE BLOCK

ONside GUARD: COVERED, BASE BLOCK D.T. - UNCOVERED, PULL TO STUB.

CENTER: COVERED, BASE BLOCK - UNCOVERED, PULL TO STUE.

OFFside GUARD: COVERED, BASE BLOCK D.T. - UNCOVERED, PULL TO STUB OR BUCK.

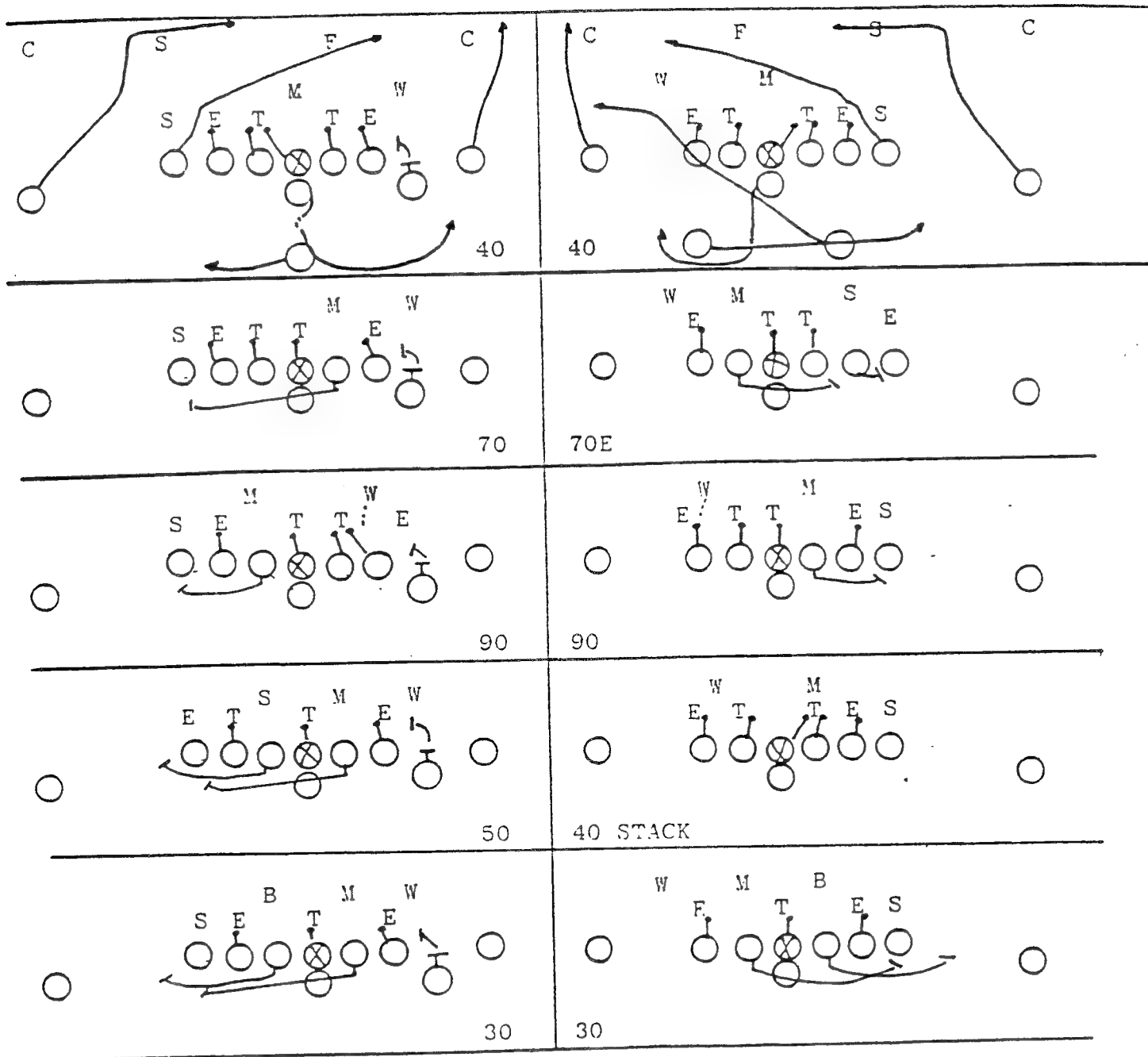
OFFside TACKLE: BASE BLOCK D.E.

A BACK: S.P.U. (OUTSIDE MAN)

B BACK: PATTERN :

FAKE 28 TOSS
BOOT AT 8 - 924

FAKE 28
BOOT AT 9. - 924



BLOCKING RULES

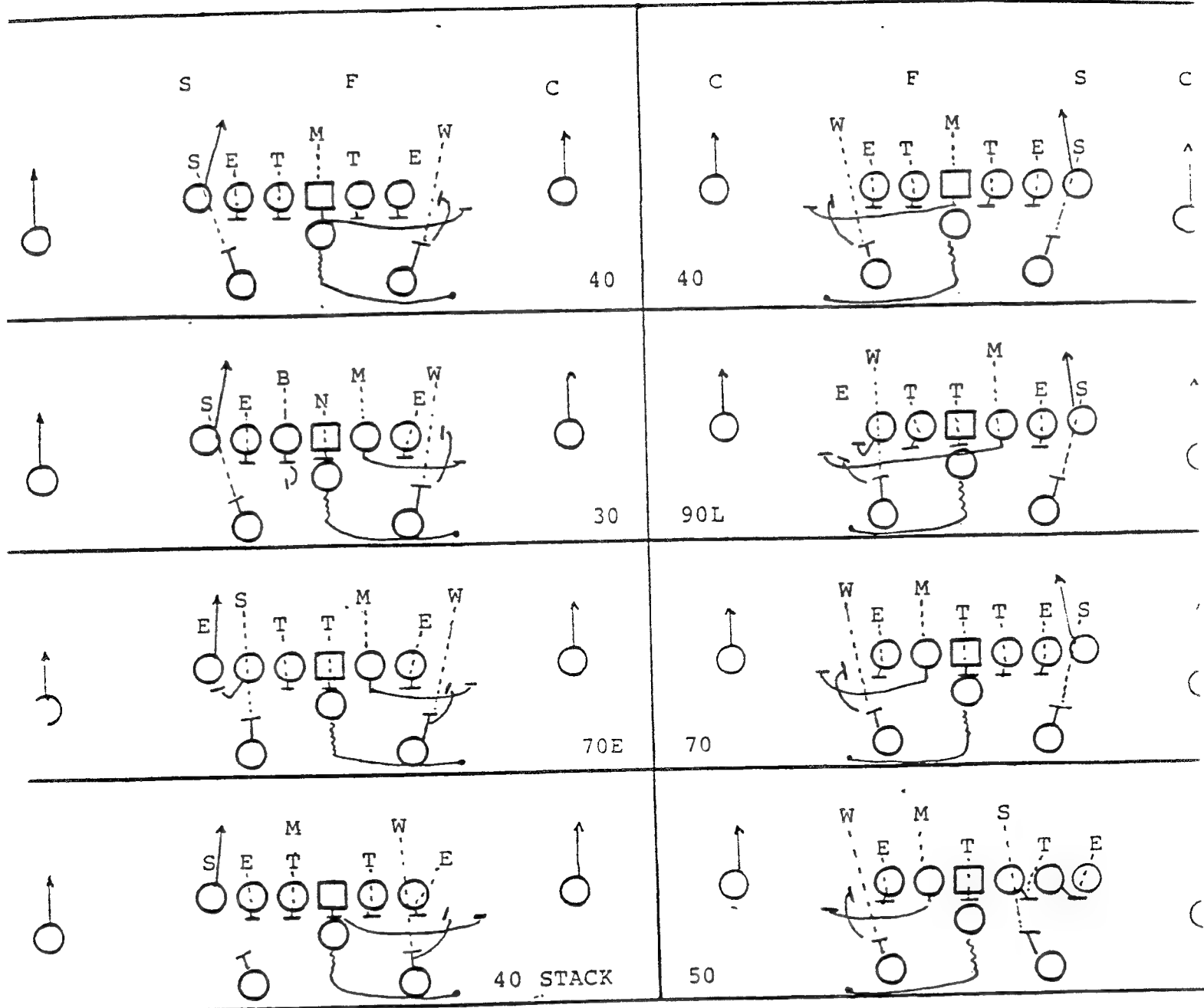
- Y - INSIDE RELEASE, RUN 2 ROUTE AT A DEPTH OF 10 YDS OVER W.S. TACKLE
- PT - INFLUENCE BLOC #2-SET HIM UP, BE READY WHEN HE RECOVERS.
- PG - COVERED, INFLUENCE BLOC #1 - UNCOVERED, PULL AWAY, BLOC FREE MAN.
- OCN - COVERED, INFLUENCE BLOC #0 - UNCOVERED, RUN COG AWAY.
- OFT G - COVERED. INFLUENCE BLOC #1 - UNCOVERED, PULL AWAY, BLOC STUB TO S.S.
- OFT T - INFLUENCE BLOC #2 - SET HIM UP - BE READY WHEN HE RECOVERES
- Z - SEAM 4 ROUTE
- X - 9 ROUTE
- QB - FAKE PLAY ACTION, BOOT, READ UNDERNEATH COVERAGE TO BOOTLEG SIDE
- A - RUN ACTION CALLED - N.S.P.U.
- B - RUN ACTION CALLED - N.S.P.U.

COACHING POINTS

Y	PATTERN
ONside TACKLE Y SIDE	POSITION STEP SEMI-AGGRESSIVE ON D.E. - IF HE IS WIDE, 5 OR 6 POSITION, YOU'LL HAVE TO GIVE A LITTLE GROUND TO GET TO HEAD-UP POSITION. GET ALL OVER HIM, SMOTHER HIM, DON'T LET HIM GET UPFIELD ON YOU, KEEP PUSHING HIM OUT - VS. 40, 70, YOU & GUARD WILL AREA BLOCK THE E.T.'S & T.E.'S.
ONside GUARD	POSITION STEP SEMI-AGGRESSIVE ON D.T. - STAY ALL OVER HIM, WORK TO GET OUTSIDE POSITION ON HIM - UNCOVERED, 30, 90 & 50, PULL OUT FOR STUB (OR SE) - NO STUB, CHECK FOR ROVER, THEN EACK INSIDE TO HELP.
CENTER	UNCOVERED, PULL TO STUB, CHECKING MAC ON WAY - MAN ON, POSITION STEP ONside SEMI-AGGRESSIVE - VS 70, AREA STUNTS, TT'S WITH YOUR ON GUARD - BUBBLE TO CALLSIDE, NOSE IS YOURS TO CALL SIDE.
OFFside GUARD	COVERED, POSITION STEP INSIDE HINGE, WILL AREA STUNTS WITH YOUR TACKLE TRY TO GAIN GROUND TO ONside - UNCOVERED VS. 70 & 50, PULL TO BLOCK STUB (CHECK FOR LEAKAGE ON WAY). UNCOVERED VS. 30, PULL TO EUCK, NO BUCK, TURN BACK TO HELP.
OFFside TACKLE OPEN SIDE	HINGE INSIDE, BLOCK #2 MAN TO OUTSIDE OF BALL, TAKE GOOD POSITION INSIDE - HB WILL BE PICKING UP THE NEXT MAN TO YOUR OUTSIDE.
QUARTER BACK	<ol style="list-style-type: none"> 1. OPEN-SPRINT TO CALL SIDE 2. GET A DEPTH OF 7 YDS OVER P.S. TACKLE 3. GET OUTSIDE
B BACK	N.P.U. RUN ARROW ROUTE, LOOK FOR BALL OVER OUTSIDE SHOULDER.
A BACK	S.P.U. OUTSIDE MAN YOUR SIDE. OT WILL PICK UP INSIDE MAN. TAKE BEST RELEASE RUN IN ROUTE.

DASH RT

DASH LT

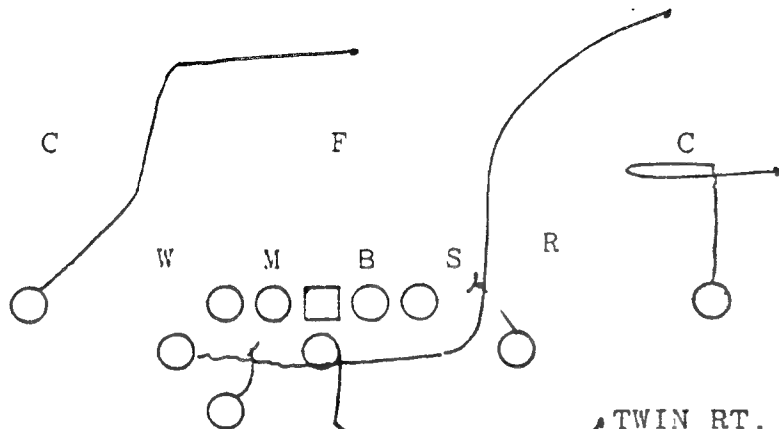


BLOCKING RULES

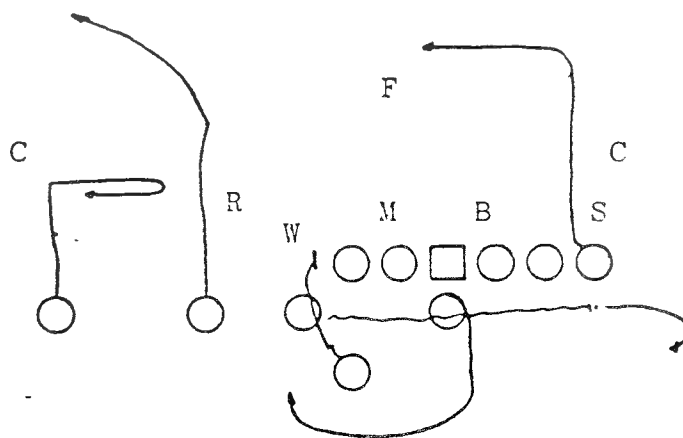
Y	PATTERN
ONside TACKLE:	COVERED, BASE BLOC D.E., HELP WILL COME FROM OUTSIDE-IN BY BACK.
ONside GUARD:	COVERED, BASE BLOC D.T. - UNCOVERED, PULL TO CALL SIDE TO HELP
CENTER:	COVERED, BASE BLOC NOSE - UNCOVERED, PULL TO CALL SIDE TO HELP.
OFFside GUARD:	COVERED, BASE BLOC D.T. - UNCOVERED, PULL TO CALL SIDE TO HELP (EXCEPTION 30 DEF, BLOC ILB TO HELP)
OFFside TACKLE:	COVERED, BASE BLOC D.E.
A BACK:	IF TO CALL SIDE S.P.U. WILL/FRANK NO DOG HELP PIN D.E., AWAY FROM CALL S.P.U. WILL/FRANK
B BACK:	IF TO CALL SIDE S.P.U. STUB, NO DOG, HELP PIN DE, AWAY FROM CALL S.P.U. STUB/ROVER.

COACHING POINTS

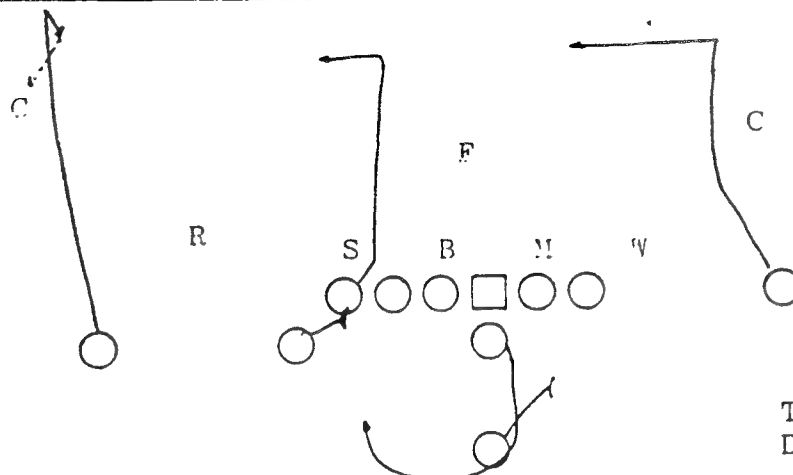
Y	PATTERN
ON-SIDE TACKLE Y SIDE	TAKE NORMAL DROP FOR FIRM PROTECTION, BUT YOU KNOW QB WILL ROLL TO YOUR SIDE AFTER A 3-4 STEP DROP - BE PREPARED FOR HARD INSIDE OR UPFIELD RUSH, GET DOWN THE MIDDLE OF D.E., SLOW HIM DOWN, HELP WILL COME FROM OUTSIDE FROM YOUR BACK - ONCE YOU FEEL YOUR BACK HAS STOPPED THE D.E., LOOK TO SLIP OFF TO HELP TO YOUR OUTSIDE.
ON-SIDE GUARD	SET UP FOR NORMAL FIRM PROTECTION IF COVERED - OVER PLAY HIM SLIGHTLY TO OUTSIDE, AS YOU KNOW QB WILL ROLL YOUR SIDE AFTER A 3-4 STEP DROP - BE PREPARED FOR D.T.'S OUTSIDE REACTION WHEN QB STARTS HIS ROLL - UNCOVERED, CHECK YOUR L.B. AS YOU PULL TO CALL SIDE TO HELP WHERE NEEDED.
CENTER	SET UP FOR NORMAL FIRM PROTECTION IF COVERED - OVER PLAY HIM SLIGHTLY TO CALL SIDE, AS YOU KNOW QB WILL ROLL TO CALL SIDE AFTER A 3-4 STEP DROP - BE PREPARED FOR NOSE'S ON-SIDE REACTION WHEN QB STARTS HIS ROLL - UNCOVERED, CHECK MAC AS YOU PULL TO CALL SIDE TO HELP WHERE NEEDED.
OFFSIDE GUARD	SET UP FOR NORMAL FIRM PROTECTION IF COVERED - OVERPLAY HIM SLIGHTLY TO CALL SIDE, AS YOU KNOW QB WILL ROLL AWAY FROM YOU AFTER A 3-4 STEP DROP - BE PREPARED FOR D.T.'S INSIDE REACTION WHEN QB STARTS HIS ROLL-UNCOVERED, 30 DEF, CHECK YOUR ILB, THEN DROP BACK & HELP OCN OR OFF TACKLE, 70 OR 90 DEF, CHECK MAC AS YOU PULL TO CALL SIDE TO HELP WHERE NEEDED.
OFFSIDE TACKLE OPEN SIDE	SET UP FOR NORMAL FIRM PROTECTION - OVER PLAY HIM SLIGHTLY TO INSIDE AS YOU KNOW Q.B. WILL ROLL AWAY FROM YOU AFTER A 3-4 STEP DROP - BE PREPARED FOR D.E.'S INSIDE REACTION ?
QUARTER BACK	<ol style="list-style-type: none"> 1. USE A 3 STEP DROP AND ROLL TECHNIQUE. 2. YOU CAN BACK OUT WHEN WORKING TO YOUR RIGHT. ROLL ON 4th STEP. 3. YOU CAN REVERSE OUT WHEN WORKING TO YOUR LEFT. ROLL ON 4TH STEP. 4. THREATEN THE FLANK AS QUICKLY AS POSSIBLE, BUT BE DEEP ENOUGH ON YOUR ROLL TO CLEAR THE D.E.'S RUSH.
B BACK	TO CALL SIDE S.P.U. STUB/ROVER. NO DOG OR BLITZ, HELP OT PIN D.E. AWAY FROM CALL S.P.U. STUB/ROVER.
A BACK	TO CALL SIDE S.P.U. WILL/FRANK, NO DOG OR BLITZ. HELP OT PIN D.E. AWAY FROM BALL S.P.U. WILL/FRANK.



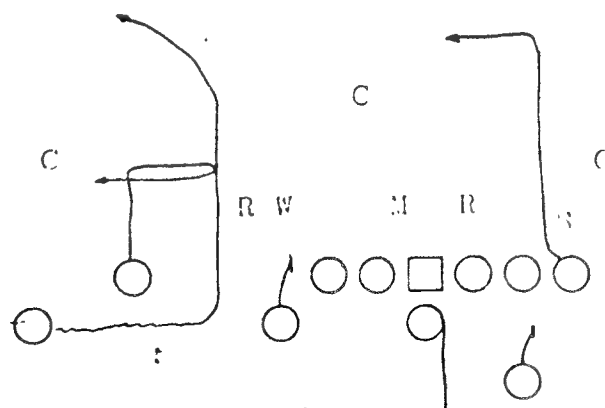
TWIN RT. TOM
DASH AT 8-472 FAKE DELAY



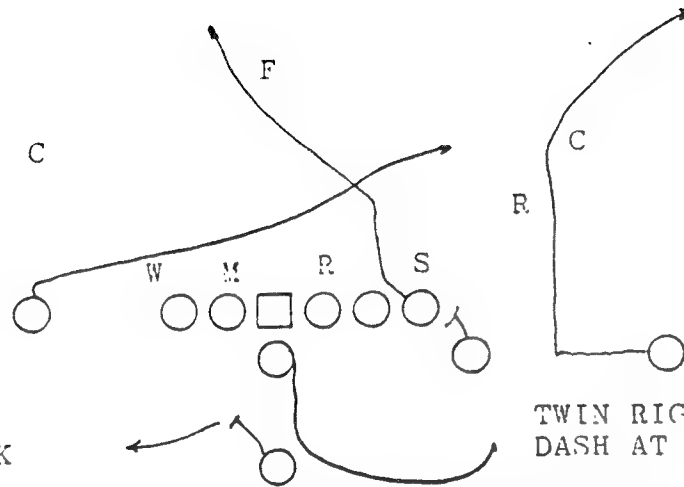
FLANK RT. JET
DASH AT 9-472 FAKE DELAY



TWIN LEFT
DASH AT 9-436



TREY RIGHT ZIP
DASH AT 9-472 FAKE DELAY



CP. Y: TRY TO PICK FRANK

TWIN RIGHT ZIN
DASH AT 8 ZERO 87

FLARE SCREEN MECHANICS

I. QUARTERBACK

1. To call a screen, call first the pass Series that directly relates to the type of screen we want to run.
 - a. The series call will define all blocking assignments and direct the backs.
 - b. Example: Flare - L - Flood - R
2. Secondly, call the RB's position name. (The receiver - FB - or HB).
3. If a flare is going to be used, it is called third - Flood FB Alley.
4. Call Screen, alerting everyone to add screen assignments to the protection called.
 - a. Example: Flood - FB - Alley Screen
5. The final call is the direction of the screen.
 - a. Example: Flood - FB Alley Screen Left

IV. PROTECTION AND BLOCKING FOR SCREEN

1. The Series call directs all assignments. They do not change when moved into the screen game.
2. If the series dictates an S.P.U. assignment on a LB'er, carry out that assignment before running the screen.
3. If a LB'er dogs and you have S.P.U. assignment on him, take him on . . . then release into the screen. Don't carry out your screen course as far now.
4. If you go to release and can't get out, check down.
5. If you are the back being screened, set up inside and read the P.G. He's going on 3 count. Release attempting to stay just behind him as he is going to block force. Try to release under the P.T.
6. If onside in a screen, but not being screened to, run an INSIDE flare and keep going. Example: Flood - FB Screen.
7. If we don't want the RB to sit inside and read the guard, the QB will call a specific flare route. Run the flare as you would in the regular passing game, turning the flare into a screen technique.
Example: Flare - HB Alley Screen Left.
 - a. When backside of a flare series screen, run a Fast Base flare and be alert for a lay off.

8. Make a Go Call as soon as the QB releases the pass and work back away from L.O.S. to make catch.

III. RECEIVERS

1. Onside wide receiver, release and push the corner off the turn in and block the safety.
2. The flanker cannot afford to spend as much time with the push upfield due to the fact the S/S forces quicker than the F/S.
3. If you read Cloud Force, take the corner on, then release on upfield to the safety. This will help the guards block.
4. Y - onside release and push S/S off, then turn in on F/S. If S/S most dangerous at the time, take him on and let F/S go. Backside - execute a void technique. Make it look like a pass route.

IV. PROTECTION AND BLOCKING FOR SCREEN

- Playside Tackle - Be an actor. Set to invite defensive end inside. Set deep enough to allow screening linemen to clear along L.O.S. Cut defensive end if he clears outside.
- Playside Guard - Flare protect for 3 counts. Release and arc block 1st defender to force from outside.
- Center - Flare protect for 3 counts (favor a Lu or Ray call opposite the playside vs. a 30 defense). Release and block 1st defender to force from inside.
- Off Guard - Flare protect for 3 counts. Release and check your own backfield for pursuit by the playside defensive end. Turn upfield as personal escort to receiver.
- Off Tackle - Flare protect.

COACHING POINTS

Y	RUN PATTERN CALLED
ON-SIDE TACKLE Y SIDE	TAKE NORMAL BLOC D.E. - ZONE ALL STUNTS - AFTER 2 COUNT, 100 1002,, cut the D.E. - KEEP HIM FROM PUTSUING - REMEMBER, IT'S A PASS FIRST, SCREEN SECOND - MUST GIVE QB AMPLE TIME - VS. 30 DEF., STUE DOG & YOUR D.E. HAS INSIDE CHANCE OVER YOUR GUARD, YOU'LL SWITCH ASSIGNMENT & BECOME THE LEAD BLOCKER IN THE SCREEN. MUST GET "GO" CALL FROM R.B. BEFORE TURNING UPFIELD.
ON-SIDE GUARD	PASS BLOC NORMAL FIRM PROTECTION FOR 2 COUNT IF COVERED-RELEASE & SPRINT TO OUTSIDE WAITING FOR "CO" FROM R.B. TO TURN DOWNFIELD BLOCKING TO INSIDE - UNCOVERED, TAKE SHORT SET, HELP WHERE NEEDED NO HELP SPRINT TO OUTSIDE WAITING FOR "GO" FROM R.B. TO LEAD SCREEN - ZONE BLOC ALL STUNTS, MIGHT SLOW YOU DOWN TO GET TO SCREEN AREA BUT WE MUST GIVE QB AMPLE TIME - PASS FIRST, SCREEN SECOND.
CENTER	PASS BLOC NORMAL FIRM PROTECTION FOR 2 COUNTS IF COVERED-RELEASE & SPRINT TO OUTSIDE, WAITING FOR "GO" FROM R.B. TO TURN DOWNFIELD BLOCKING TO INSIDE - UNCOVERED, TAKE SHOUT SET, HELP WHERE NEEDED NO HELP NEEDED AFTER 2 COUNT, SPRINT TO OUTSIDE WAITING FOR "CO" FROM R.B. TO LEAD SCREEN. ZONE BLOC ALL STUNTS - MUST GIVE QB AMPLE TIME, BLOC RUSHER FOR 2 COUNTS BEFORE EVEN THINKING OF LETTING HIM GO.
OFFSIDE GUARD	IF COVERED, BLOC FIRM PROTECTION ALL THE WAY - IF YOUR D.T. STUNTS, AND NO OTHER DEF. MAN REPLACES HIM, GO TO SCREEN AREA AFTER 2 COUNTS & BLOCK - IF UNCOVERED, NO ONE COMES TO YOU IN 2 COUNT PERIOD, AGAIN RELEASE TO SCREEN AREA. FIRST MAN, NO ONE AHEAD OF YOU, BLOC FORCE - 2ND MAN OUT BLOCK INSIDE - ZONE ALL STUNTS, GOOD SOLID STOP HIT FOR 2 COUNTS BEFORE RELEASING.
OFFSIDE TACKLE OPEN SIDE	BLOC NORMAL FIRM PROTECTION - ZONE BLOC ALL STUNTS - REALLY HOUND YOUR MAN - DON'T RELAX WHEN YOU HEAR THIS PLAY CALLED, MUST GIVE QB TIME TO LOOK DOWNFIELD FIRST, NOTHING THERE THEN BACK TO SCREEN MAN - THIS TAKES SOME TIME.
QUARTER BACK	<ol style="list-style-type: none"> 1. TAKE A 5 STEP DROP - ALL ROSE AND LILLY CALLS ARE FIRM. 2. READ PATTERN TO IT'S COMPLETION. 3. WE WANT TO THROW DOWNFIELD IF POSSIBLE. 4. ALERT TO THE FACT THE SCREEN BACK IS HOT VS. OLB'ER DOG.
B BACK	<ol style="list-style-type: none"> 1. IF YOU ARE THE SCREEN BACK, SET UP AND RELEASE IMMEDIATELY. YOU HAVE N.S.P.U. 2. DRIVE FLAT FOR 4 STRIDES, READING OLB'ER FOR DOG. IF HE DOGS, YELL HOT! HOT! 3. IF THERE IS NO DOG, LOSE 1 YD ON YOUR FLARE. SET UP AND GIVE THE O.E. YOUR NUMBERS. YOU SHOULD BE 5 YDS. DEEP.
A BACK	<ol style="list-style-type: none"> 1. IF YOU ARE NOT THE SCREEN BACK, YOU HAVE S.P.U. ON OLB'ER. 2. IF THERE ISN'T A DOG, RUN EASE.

READ SCREENS

All basic Screens will be thrown with a 2.4 second regular pass protection, before the Screen men release. This protection is vital because the QB is working downfield before he elects to Screen.

QB:

Drop Back Action Set quickly at 5 steps. Read defensive man who can stop pattern called. Upon his reaction, either go to pattern or screen.

- 1) If he drops to cover pattern, go to screen back.
- 2) If he stays flat to cover screen, go to pattern.
- 3) If he blitzes, go to screen back immediately.
- 4) Read pattern to its completion.

Screening Back 1) N.S.P.U. - You are hot.
2) Take 3-4 quick steps to side of screen. If LB'er blitzes, be alert for pass.
3) No blitz, settle down outside and face QB. Set up 2 yards inside numbers.

Remaining Back 1) S.P.U. Base.

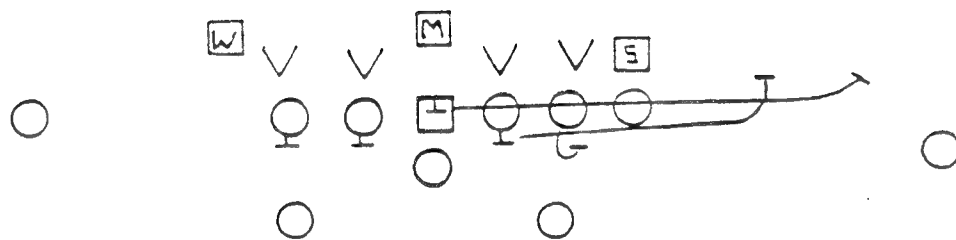
Receivers 1) Run pattern called.

P.S. Tackle 1) Firm protection, working defensive man to inside. C.P. - incorporate a delayed cut block.

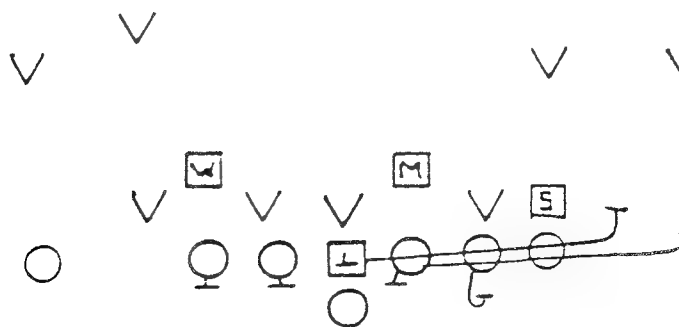
Offside Tackle 1) Regular firm protection.

Center, P.S. Guard,
Off Side Guard ... 1) Firm "area" protection for 2 counts. Two free blockers release and block in front of play. First man released, block outside (Will or Stub). Second man released, block inside (Mac or Buck). See reception.
2) Vs. 30 - one of the guards stays with nose. Center and other guard release.
3) Vs. 40 - center release first on 1 - 1/2 counts. Playside guard release late, 2 - 1/2 counts.
4) Vs. 30 - weak screen alternate scheme Roger, Larry.

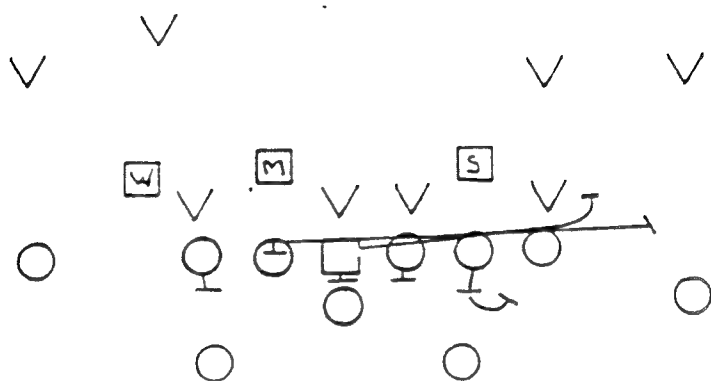
V V V V



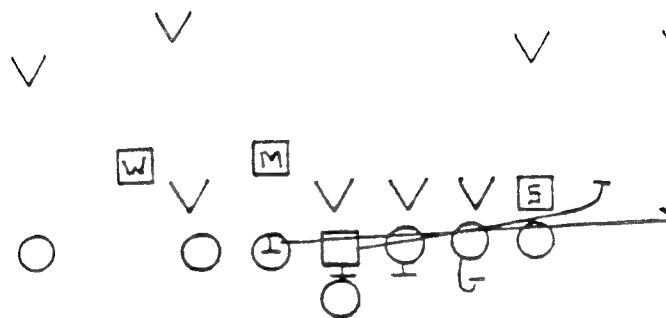
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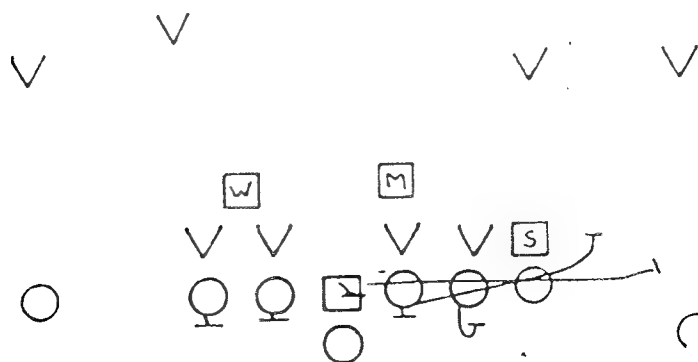
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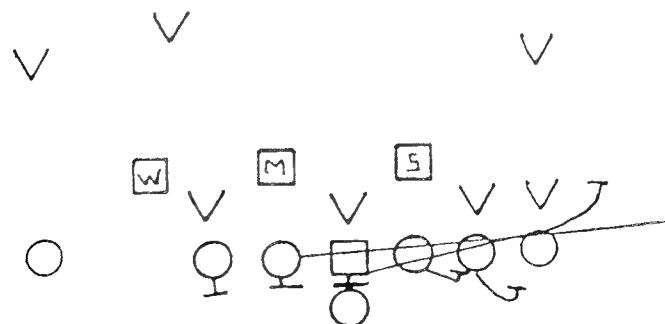
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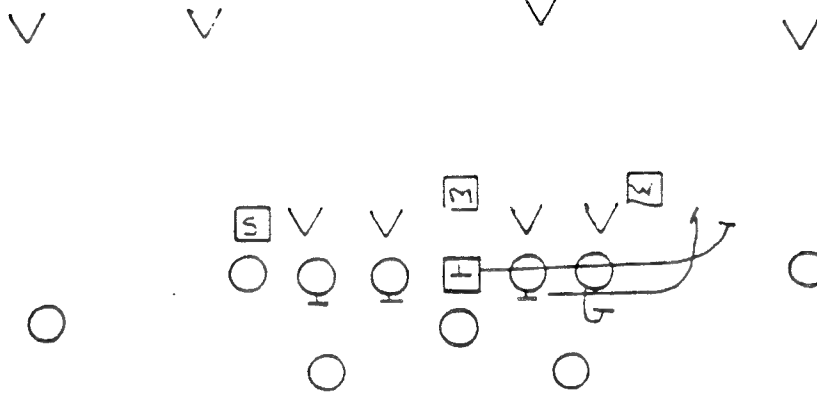
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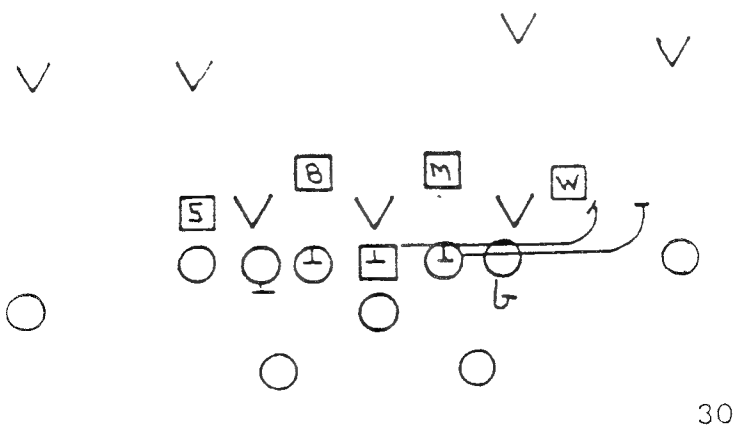
2006



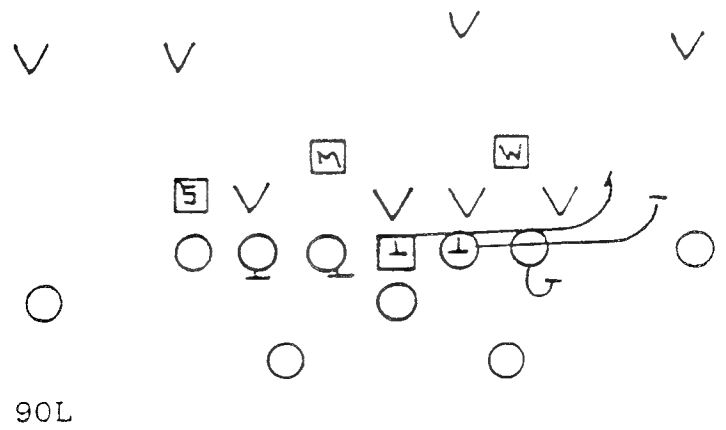
ROSE WEAK



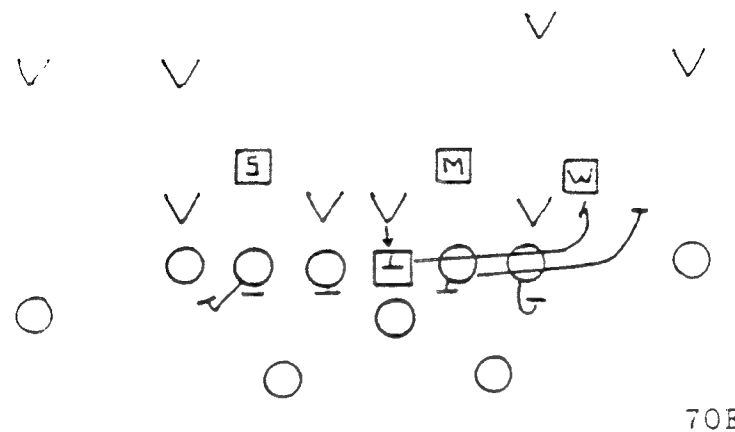
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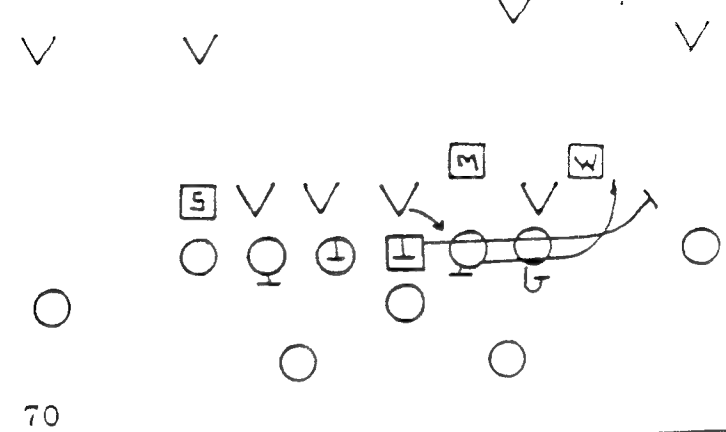
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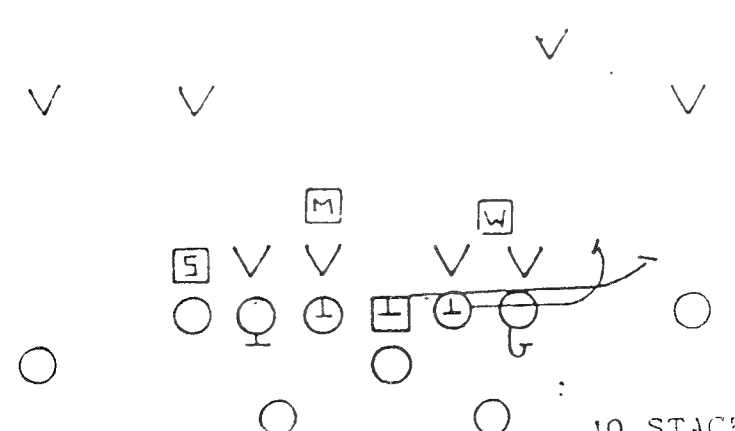
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70E

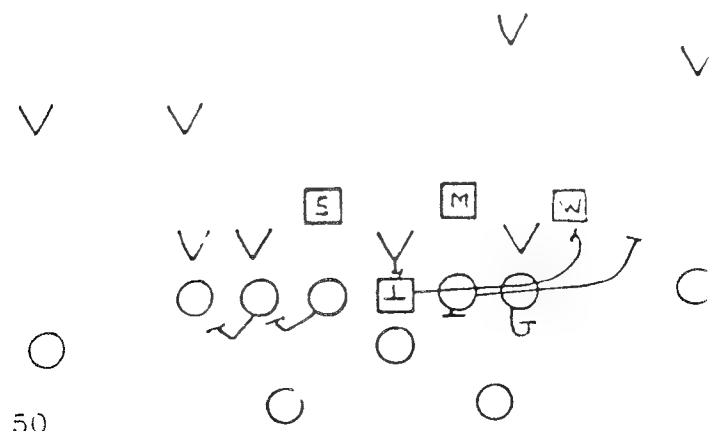


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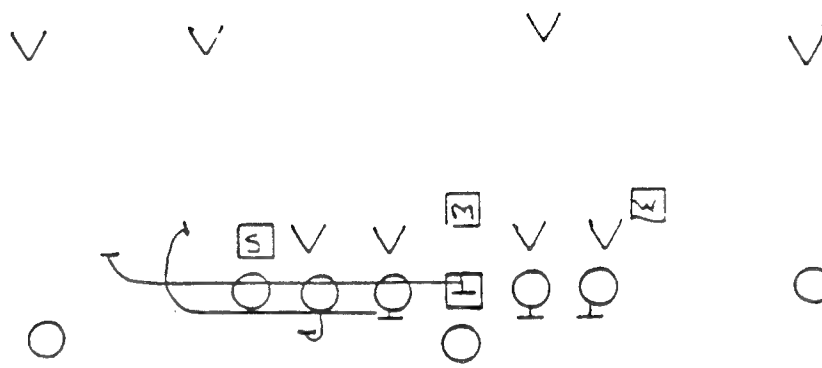
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40 STACK

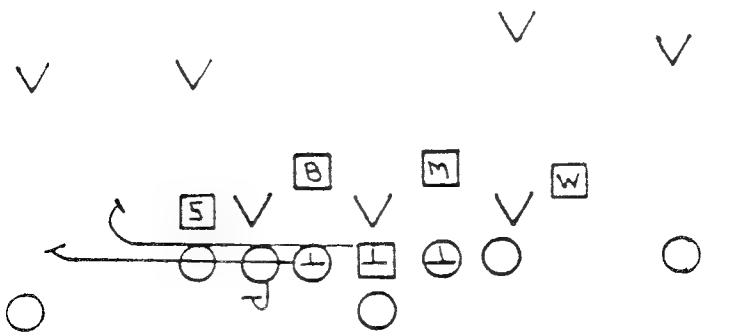


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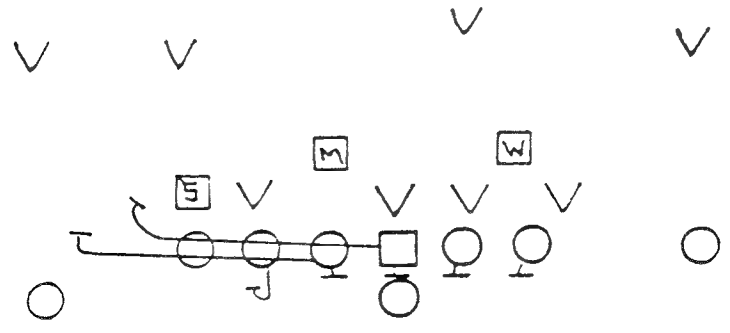
LILLY STRONG



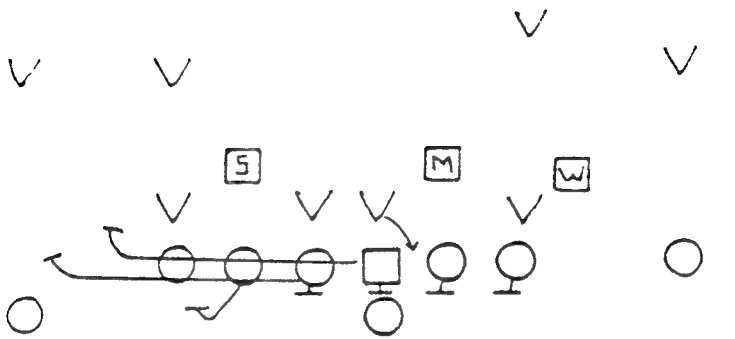
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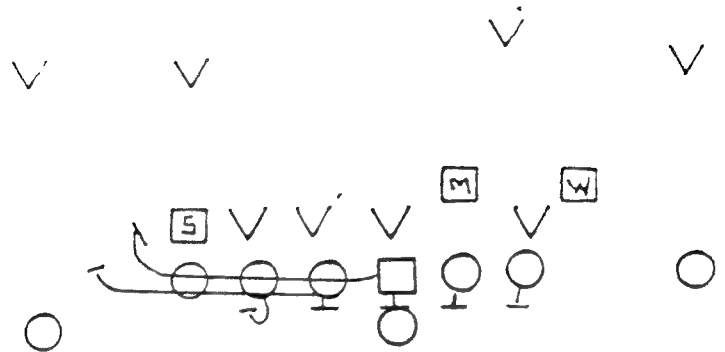
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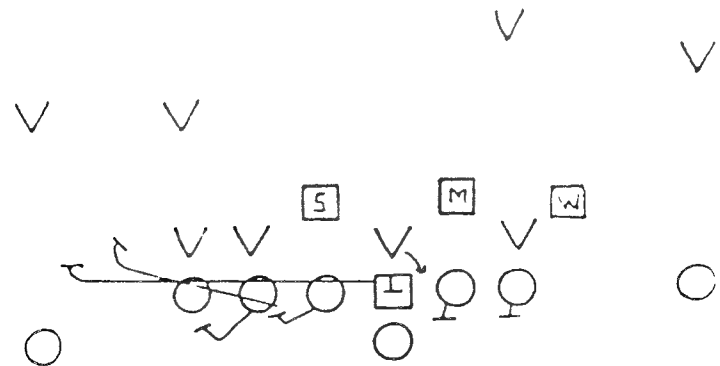
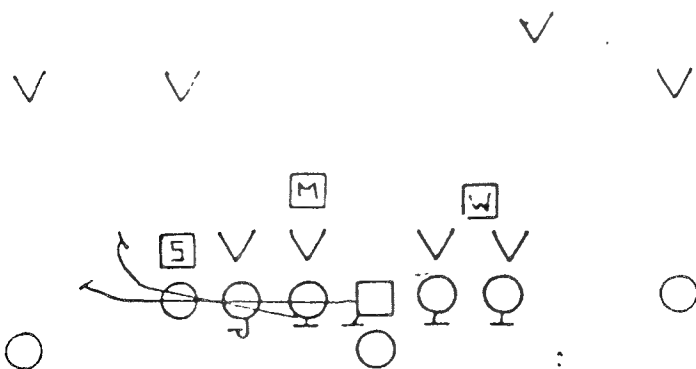
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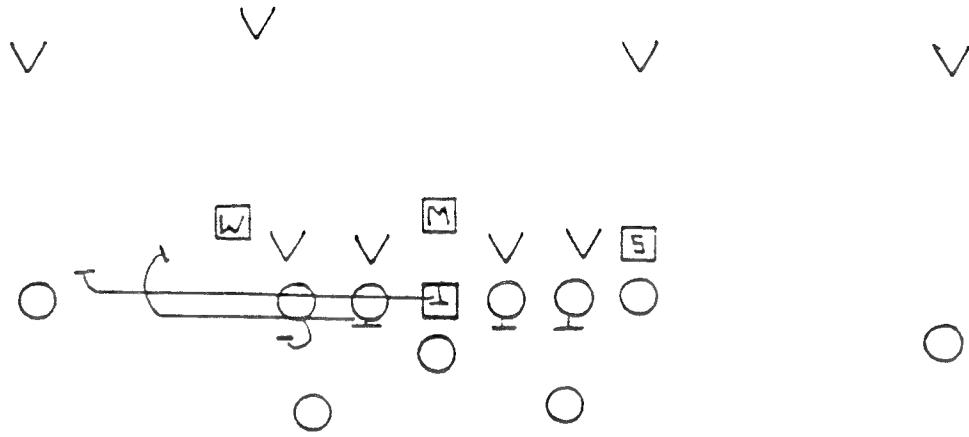


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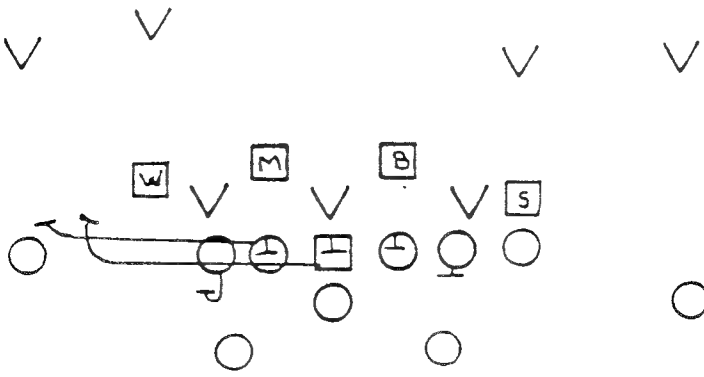


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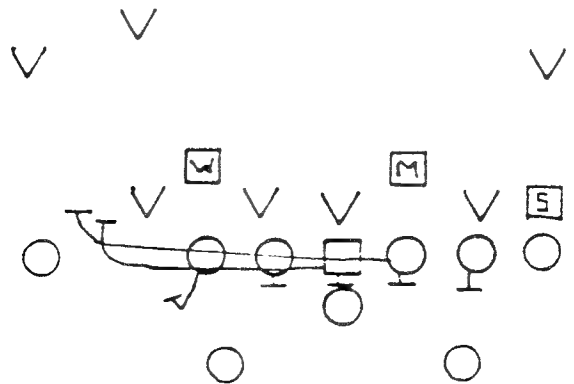
LILLY WEAK



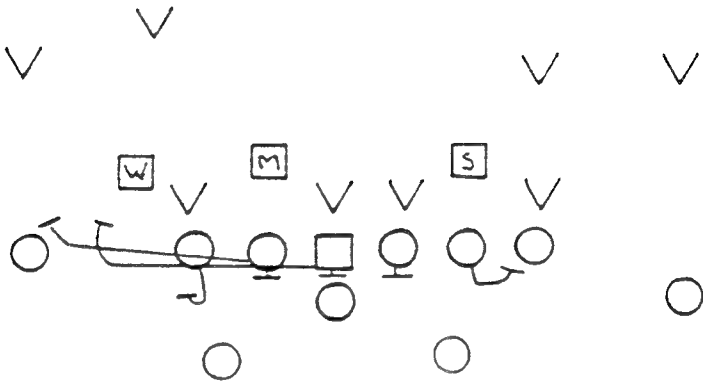
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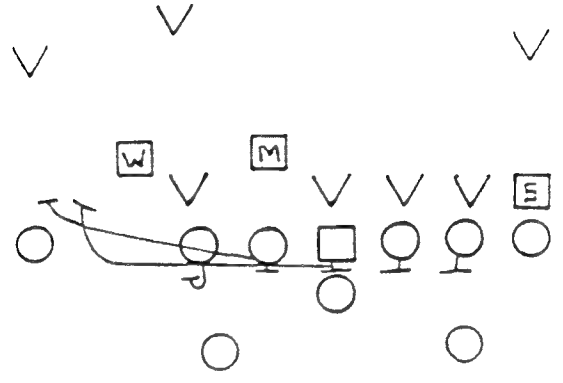
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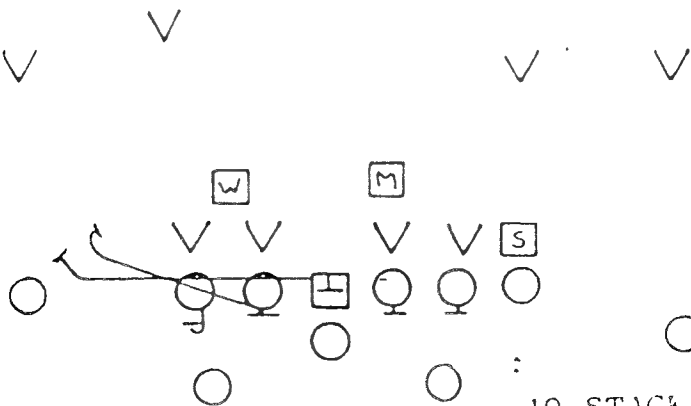
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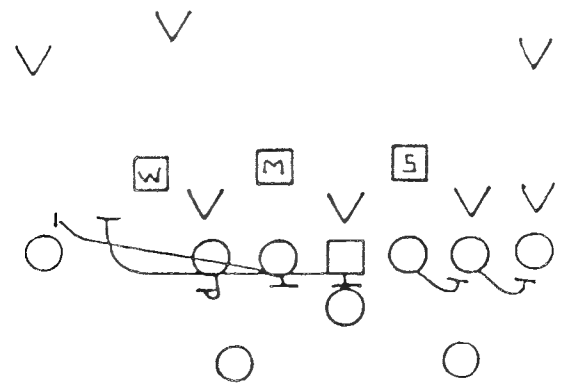
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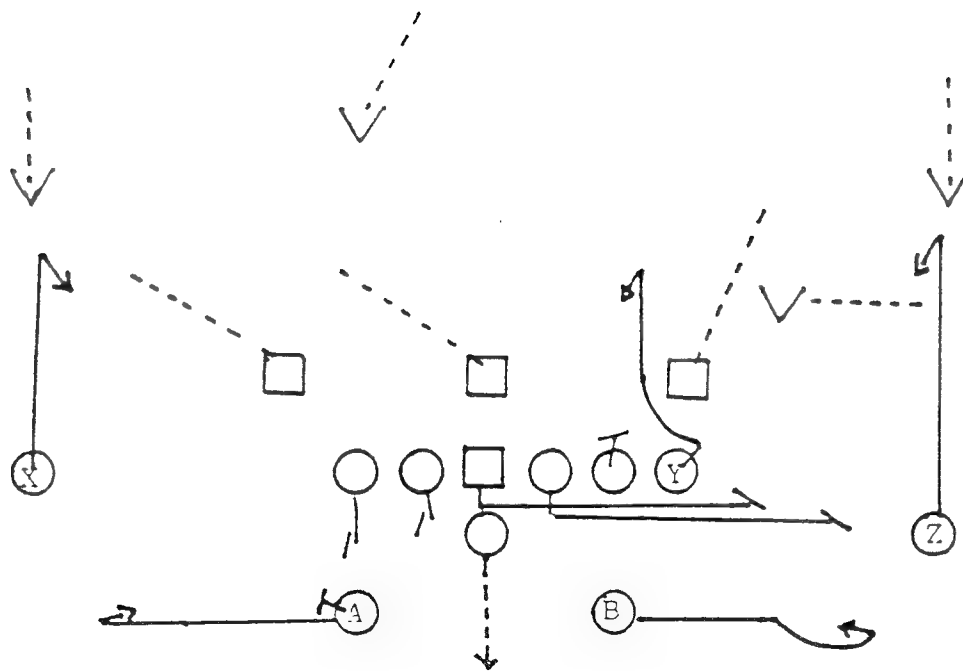


40 STACK



50

RED RIGHT 666 ROSE



QB 5 STEP DROP. READ COVERAGE AND REACTION OF MAN WHO CAN TAKE AWAY THE PATTERN. READ PATTERN TO IT'S COMPLETION.

X 1. FIRM 6.
2. VS. CROWD - O.S.
3. VS. CLOUD FORCE FADE

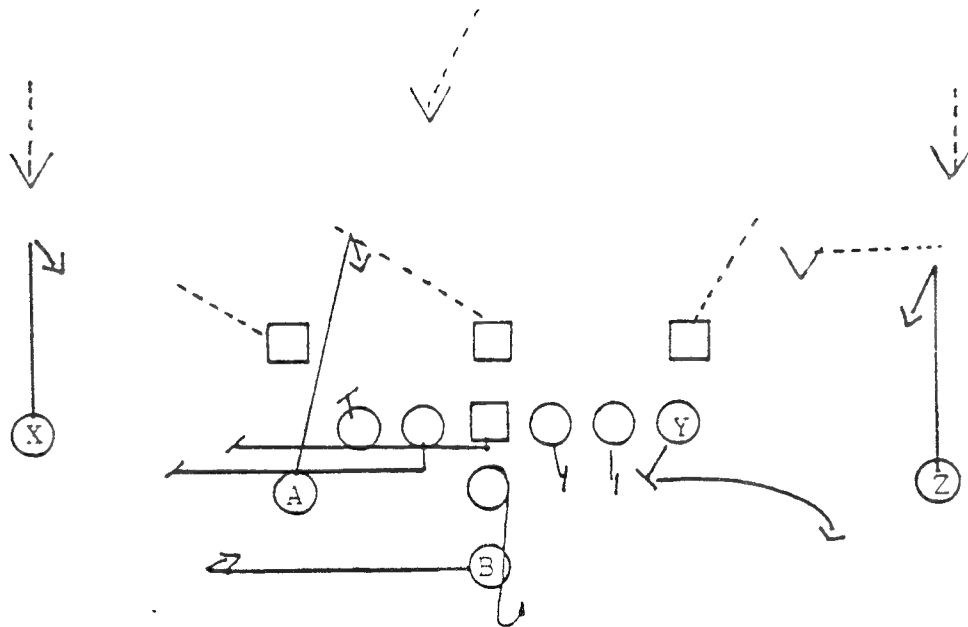
V FIRM 6 AT 8 YDS. DEEP.

Z 1. FIRM 6.
2. VS. CROWD - O.S.
3. VS. CLOUD - FADE

A S.P.U. WILL - RUN BASE

B N.S.P.U. YOU ARE HOT VS. STUB DOG.

DUECE RIGHT LO 6 HOOK LILLY



5 STEP DROP. READ PATTERN TO SCREEN.

1. RUN 6 ROUTE AT 12 YARDS DEEP. GET TO SIDELINE.
2. VS. CLOUD - FADE
3. VS. CROWD - O.S.

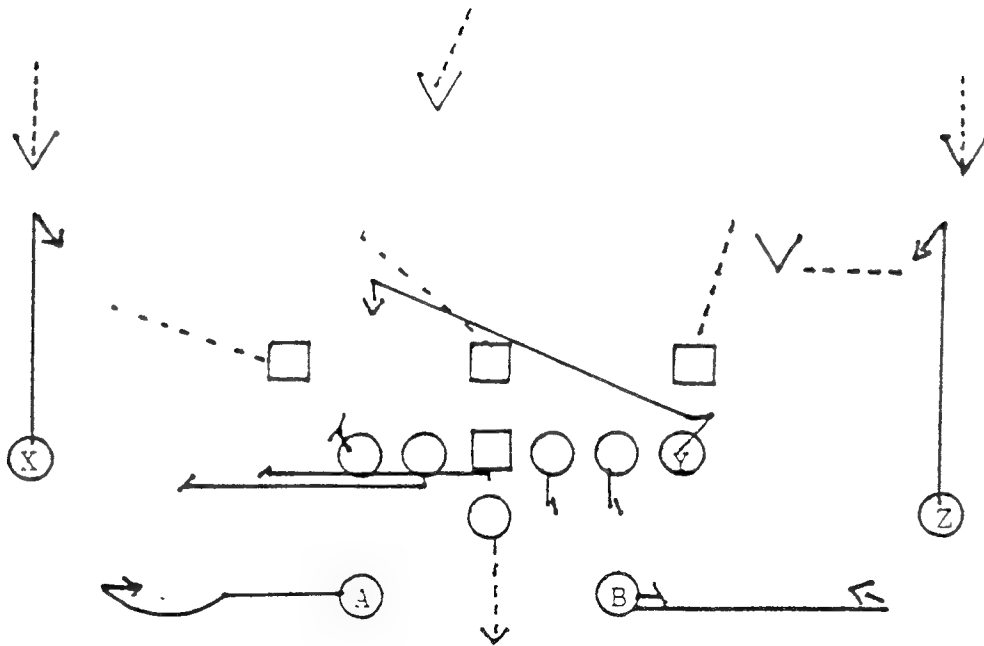
OH

1. FIRM 6
2. VS. CROWD - O.S.
3. VS. CLOUD - FADE
4. IF THE ROVER BLITZ YOU HAVE BLITZ CONTROL

HOOK ROUTE AT 8 YDS. DEEP.

N.S.P.U. NOT VS. WILL BLITZ.

RED RIGHT 626 LILLY



QB

5 STEP DROP. READ COVERAGE AND REACTION OF MAN WHO CAN TAKE AWAY THE PATTERN. READ PATTERN TO IT'S COMPLETION.

X

1. FIRM 6
2. VS. CROWD - O.S.
3. VS. CLOUD - FADE

V

RUN 2 ROUTE 7 YARDS DEEP OVER P.S. GUARD.

Z

1. FIRM 6.
2. VS. CROWD - O.S.
3. VS. CLOUD - FADE

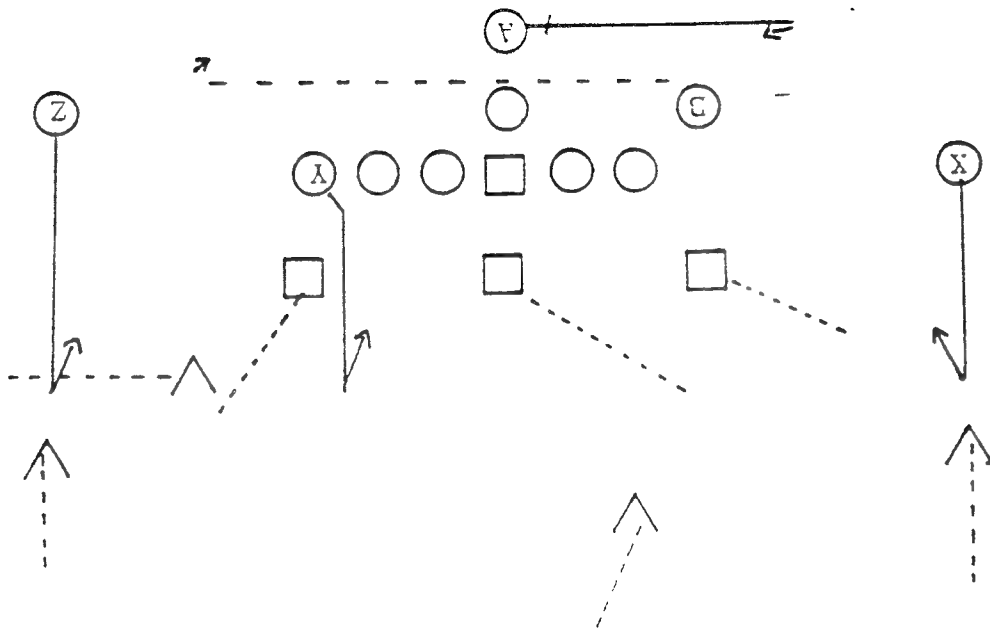
A

N.S.P.U. YOU ARE HOT VS. WILL DOG.

B

S.P.U. STUB - RUN BASE.

TWIN RIGHT JET 666 ROSE



5 STEP DROP. READ COVERAGE AND REACTION OF MAN WHO CAN TAKE AWAY THE PATTERN. READ PATTERN TO IT'S COMPLETION.

1. FIRM 6.
2. VS. CROWD - O.S.
3. VS. CLOUD FORCE FADE

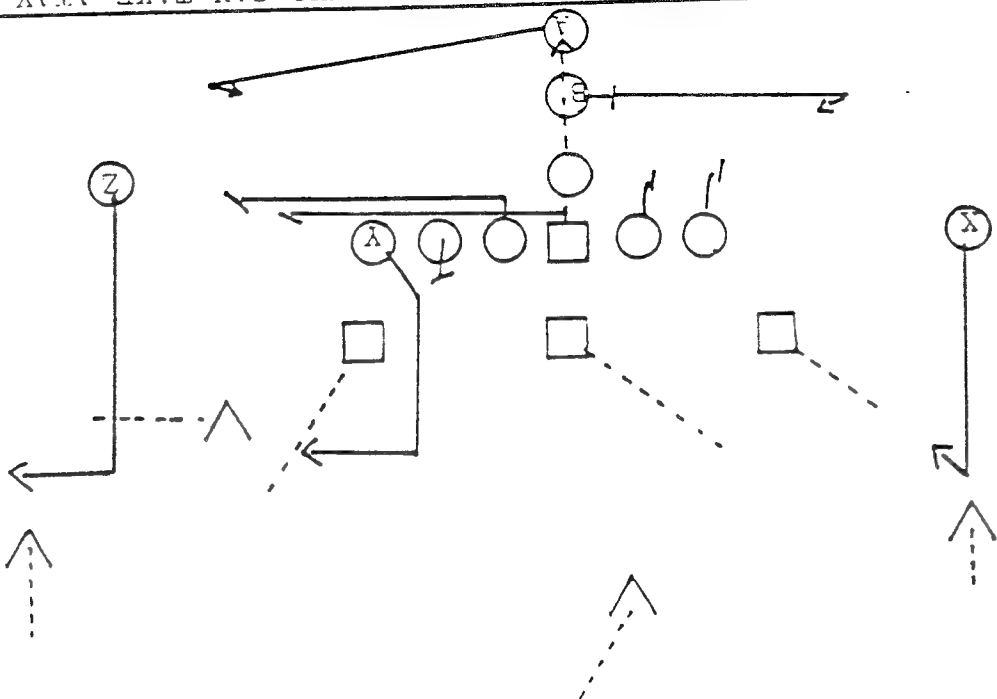
FIRM 6 AT 8 YDS. DEEP.

1. FIRM 6
2. VS. CROWD - O.S.
3. VS. CLOUD - FADE

S.P.U. WILL - RUN BASE

N.S.P.U. YOU ARE HOT VS. STEUB DOG.

1 RIGHT 653 ROSE



5 STEP DROP. READ COVERAGE AND REACTION OF MEN WHO CAN TAKE AWAY THE PAT-
TERN. IF THEY DROP TO TAKE AWAY PATTERN WORK SCREEN. IF THEY REACT
UP TO STOP SCREEN WORK DOWNFIELD.
C.P. READ PATTERN TO ITS COMPLETION.

1. FIRM 6
2. VS. CROWD - O.S.
3. VS. CLOUD FORCE - FADE

1. INSIDE RELEASE. YOUR B.P. WILL DEPEND ON HOW MAC OR STCB REACTS TO
YOU ON THEIR DROP. DON'T LET THEM RUN UNDERNEATH YOU.
2. YOUR BREAKING POINT WILL BE FROM 6 TO 10 YDS. DEEP.
3. IF THE OUTSIDE 3 ROUTE IS UNCOVERED, DON'T HURRY YOUR BREAK.
4. IF HE IS COVERED UP, YOU CAN DRIVE OUT HARDER.
5. BE ALERT TO HOOK-UP.

1. RUN 3 ROUTE AT 11 YDS. DEEP.
2. VS. CLOUD FORCE FADE
3. VS. CROWD - O.S.

N.S.P.C. YOU ARE HOT VS. STCB DOG.

S.P.C. WILL - NO DOG RUN BASE.

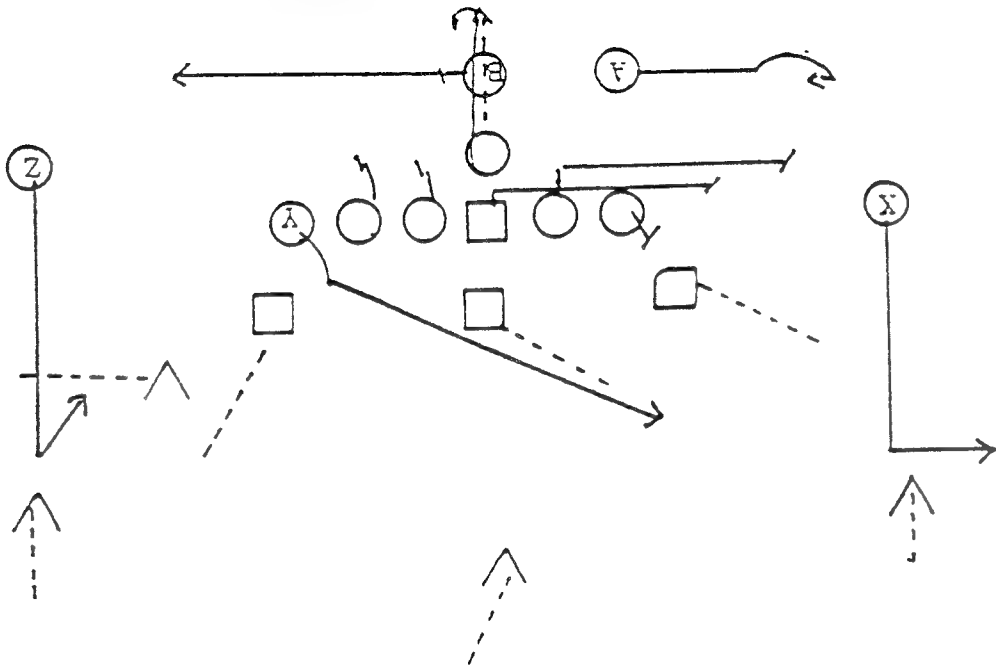
82

1. FIRM 6
2. VS. CROWD - O.S.
3. VS. CLOUD FORCE - FADE

S.P.U. WILT - NO DOG RUN BASE.

B N.S.P.U. VOL. VII, NO. 1, 1900.

BROWN RIGHT 3 ZERO 6 LILLY



5 STEP DROP. READ COVERAGE AND REACTION OF MEN WHO CAN TAKE AWAY THE PATTERN. IF THEY DROP TO TAKE AWAY PATTERN WORK SCREEN. IF THEY REACT UP TO STOP SCREEN WORK DOWNFIELD.
C.P. READ PATTERN TO ITS COMPLETION.

1. RUN A 3 ROUTE AT 11 YDS. DEEP.
2. VS. CLOUD FORCE, RELEASE OUTSIDE, BUT RUN 3 ROUTE - DON'T FADE.

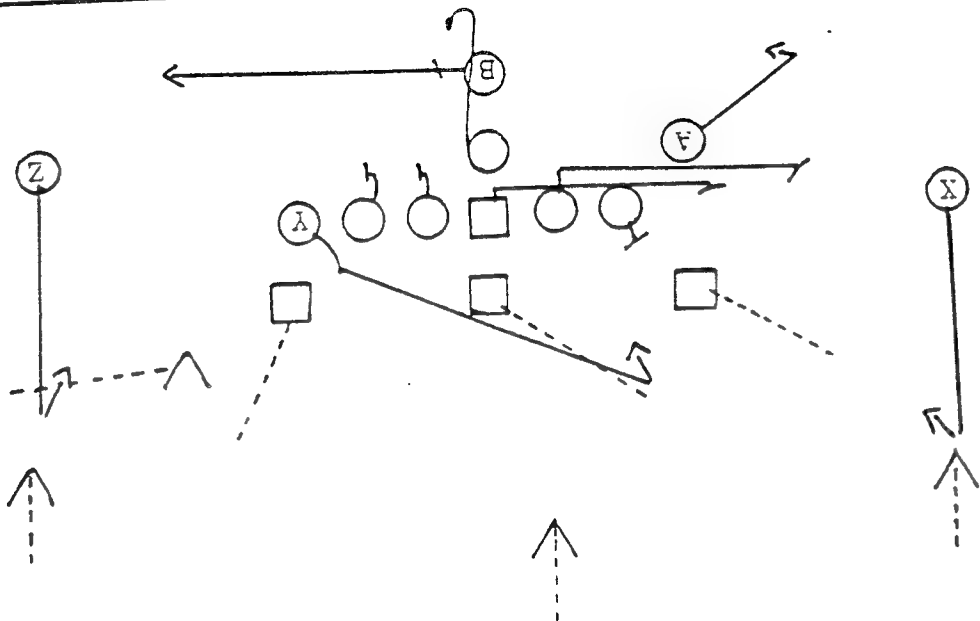
1. INSIDE RELEASE. RUN ZERO ROUTE AT LB.ER DEPTH.
2. YOU HAVE NO ADJUSTMENT ON THIS PATTERN.

1. FIRM 6.
2. VS. CROWD - O.S.
3. VS. CLOUD - FADE

1. N.S.P.U. YOU ARE NOT VS. WILL DOG.

1. S.P.U. STUB - RUN BASE.

DUECE RIGHT 626 LILLY



5 STEP DROP. READ COVERAGE AND REACTION OF MAN WHO CAN TAKE AWAY THE PATTERN. READ PATTERN TO IT'S COMPLETION.

- 1. FIRM 6.
- 2. VS. CROWD O.S.
- 3. VS. CLOUD - FADE

RUN 2 ROUTE 7 YARDS DEEP OVER P.S. GUARD.

- 1. FIRM 6.
- 2. VS. CROWD - O.S.
- 3. VS. CLOUD - FADE

N.S.P.U. YOU ARE HOT VS. WILL DOG.

S.P.U. STUB - RUN BASE.

7

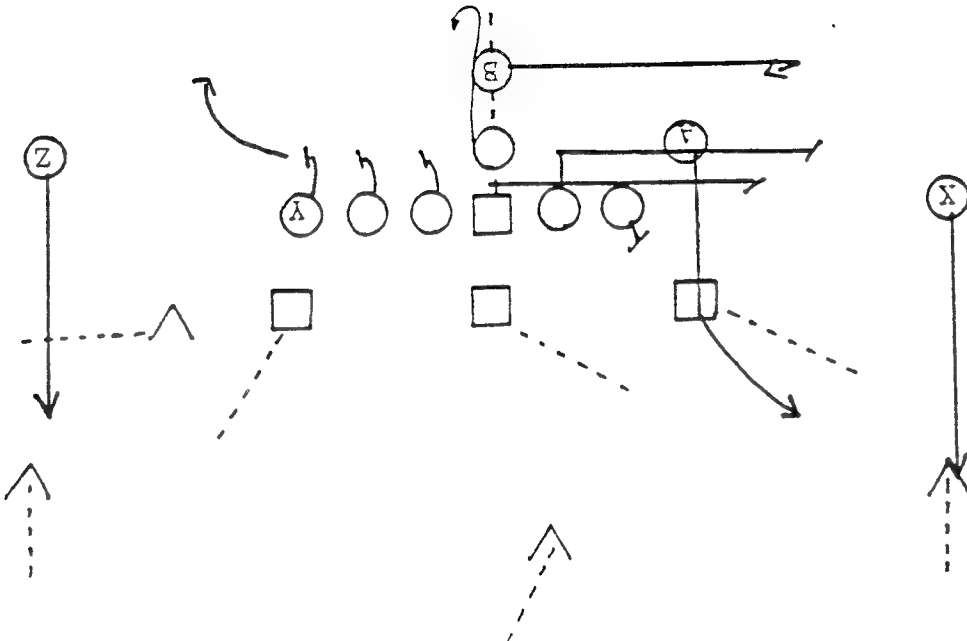
2

2

1

A

03



DUCEE RIGHT LO 9 LILLY

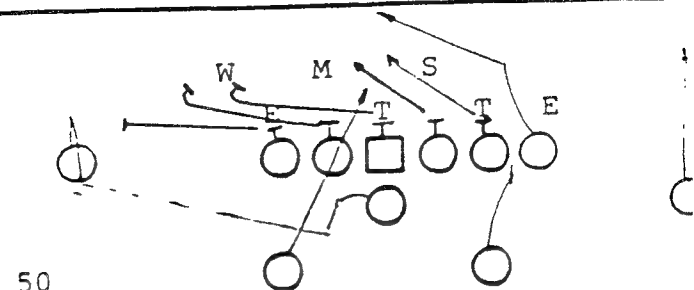
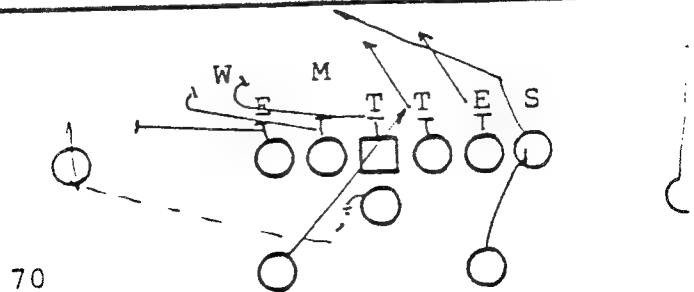
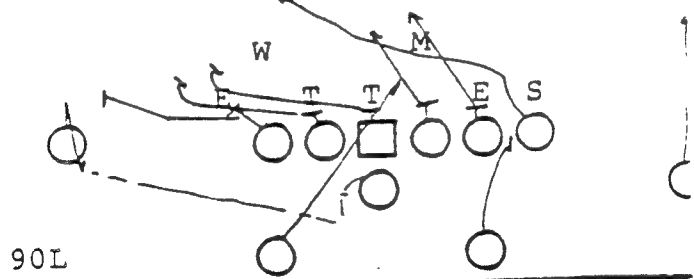
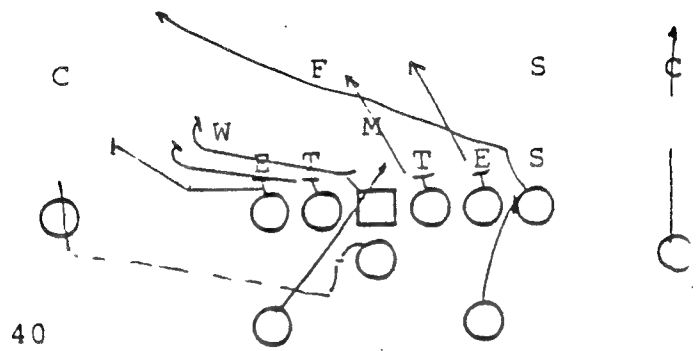
40 DEF.



COACHING POINTS

Y	OH PROTECT	ONSIDE TACKLE Y SIDE	SET UP REGULAR FLARE PROTECTION, LOSE A LITTLE MORE GROUND THAN NORMAL - INVITE D.E. ACROSS & UPFIELD - CUT HIM AFTER QUICK 3 COUNT - GET UP & HUSTLE TO BALL. ZONE ALL STUNTS						
		ONSIDE GUARD	SET UP REGULAR FLARE PROTECTION, LOSE A LITTLE MORE GROUND THAN NORMAL - INVITE D.E. ACROSS - CUT HIM AFTER QUICK 3 COUNT - GET UP & HUSTLE TO BALL - UNCOVERED, PASS SET 1 COUNT, (DON'T LOSE GROUND) RELEASE ALONG L.O.S., KEEP EYES ON WILT, BE READY TO BLOC HIM ANYTIME AFTER YOU RELEASE. ZONE ALL STUNTS - WILT DOGS, LOOK FOR MAC.						
		CENTER	UNCOVERED, SET 1 COUNT, RELEASE ALONG L.O.S., EYES ON WILT, BE READY TO BLOC HIM AT ANY TIME - ZONE ALL STUNTS - WILT DOGS HB WILT-BLOC HIM, YOU WILL LOOK INSIDE FOR MAC.						
		FFSIDE GUARD	SET UP & BLOC REGULAR FLARE PROTECTION IF COVERED - UNCOVERED, PASS SET 1 COUNT (DON'T LOSE GROUND) RELEASE ALONG L.O.S. - KEEP EYES ON BUCK OR STUB, BE READY TO BLOC HIM AT ANYTIME AFTER YOU RELEASE - ZONE ALL STUNTS.						
		OFFSIDE TACKLE OPEN SIDE	SET UP & BLOC REGULAR FLARE PROTECTION - ZONE ALL STUNTS - AFTER BALL RELEASE, HUSTLE TO BALL.						
		QUARTER BACK	1. QUICK 5 STEP DROP, TRYING TO HOLD MAC WITH YOUR EYES. 2. THROW THE BALL FB BACK, MAKING SURE IT ISN'T A LATEBAL.						
		B BACK	1. N.S.F.U. 2. RELEASE IMMEDIATELY ON A FIRM BASE ROUTE.						
		A BACK	1. S.P.U. WILL. 2. IF WILT DROPS, TURN INSIDE AND BLOC MAC.						

FAKE 21 QUICK SCREEN LEFT TO X



BLOCKING RULES

Y

ON-SIDE TACKLE: AGGRESS. BLOC D.E. IN MIDDLE #'S - RELEASE ACROSS HIS FACE
TO BLOC FORCE-WIDE D.E., RELEASE BEHIND HIM.

ON-SIDE GUARD: AGRESS. BLOC. D.T. WITH INSIDE SHOULDER LOOKING FOR WILL-RELEAS
FOR P.O.A. LOOK FOR WILL-UNCOVERED, FINESSE LB, RELEASE FOR WILL

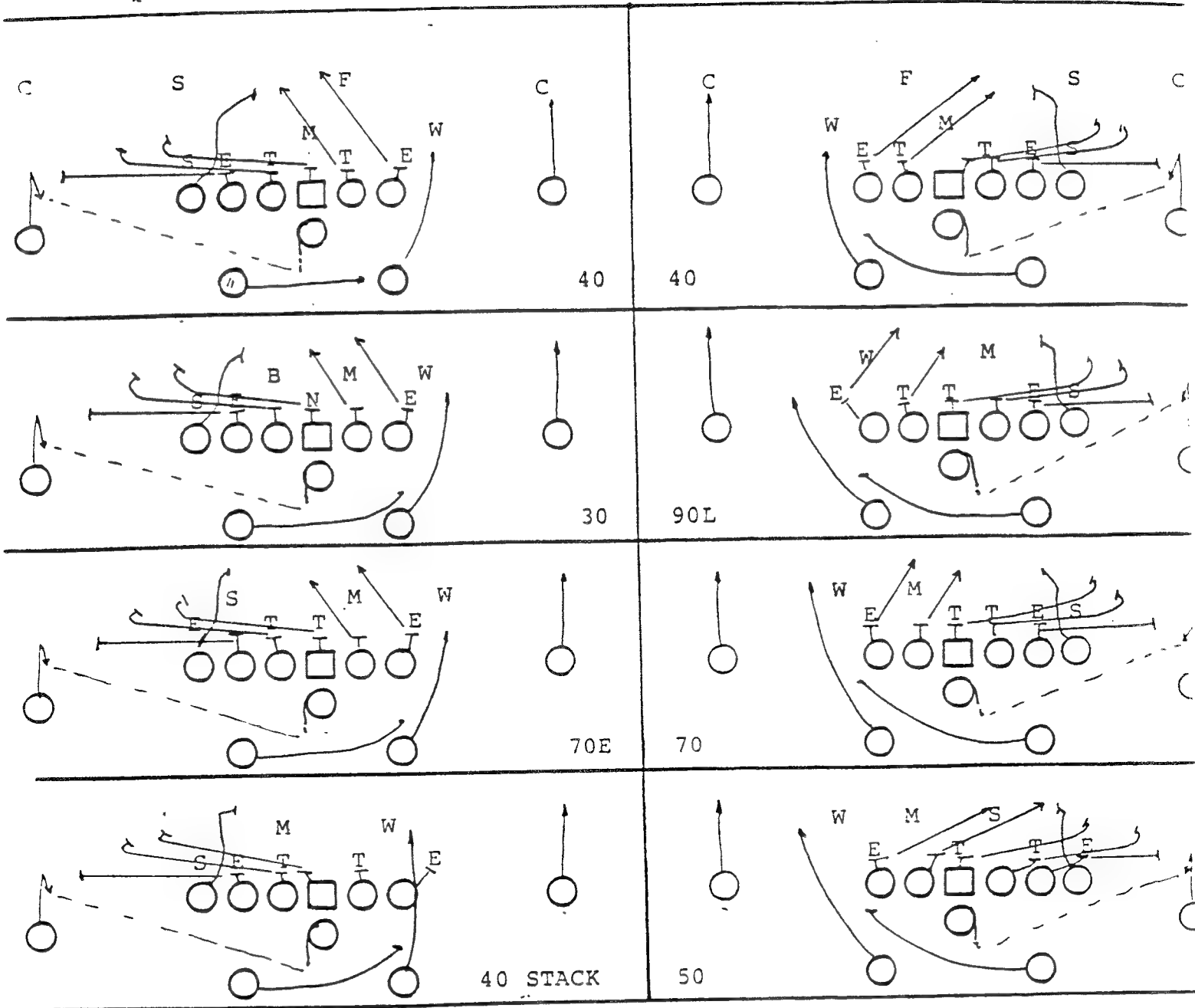
CENTER: 40 DEF- AGGRESS BLOC D.T. WITH ON GUARD-RELEASE BEHIND D.T. FO
P.O.A. LOOK INSIDE FOR MAC-COVERED, AGRESS. BLOC NOSE RELEASE
FOR MAC.

OFFSIDE GUARD: AGGRESS. BLOC D.T. 1 COUNT, RELEASE D.F.-BUBBLE, FINNESS LB,
RELEASE.

OFFSIDE TACKLE: AGGRESS. BLOC D.E. 1 COUNT OR M.D. - RELEASE D.F.

EXECUTE RUN FAKE CALLED - KNOW SPECIFIC BLOCKING ASSIGNMENTS

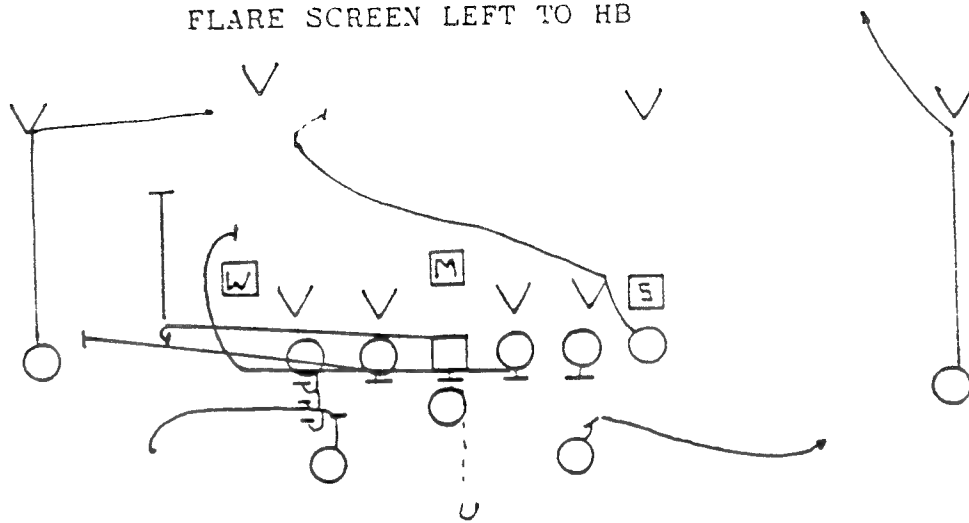
EXECUTE RUN FAKE CALLED - KNOW SPECIFIC BLOCKING ASSIGNMENTS



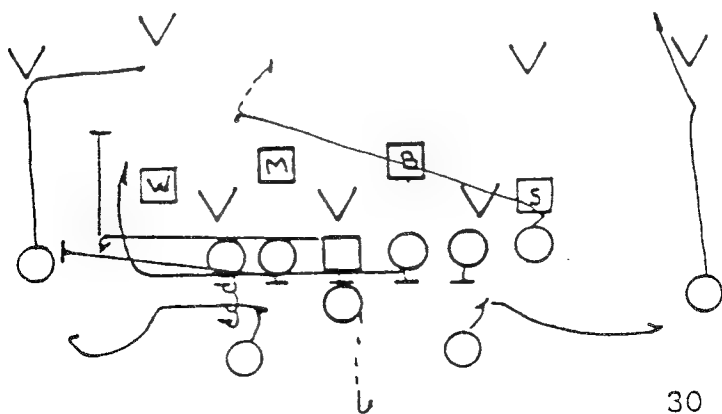
BLOCKING RULES

- Y INSIDE RELEASE, BLOCK STUE OR MAC
- ON-SIDE TACKLE: AGGRESS. BLOC D.E. IN MIDDLE #'S - RELEASE ACROSS HIS FACE TO BLOC FORCE - VS 70E & 50, LOSE GROUND, BLOC D.E. THEN CO.
- ON-SIDE GUARD: AGGRESS. BLOC D.T. IN MIDDLE #'S - RELEASE ACROSS HIS FACE FOR P.O.A., LOOK FOR STUE-UNCOVERED, FINISH LB, RELEASE FOR STUE.
- CENTER: 40 DEF, STEP ON-SIDE GAP THEN GO BEHIND D.T. FOR P.O.A.-LOOK INSIDE FOR MAC COVERED, AGGRESS. BLOC NOSE, RELEASE FOR MAC.
- OFF-SIDE GUARD: AGGRESS BLOC D.T. 1 COUNT, RELEASE D.F.-DUBBLE, FINISH LB, RELEASE D.F.
- OFF-SIDE TACKLE: AGGRESS. BLOC D.E. 1 COUNT ON M.D. - RELEASE D.F.
- A BACK: RUN PLAY ACTION FAKE CALLED - KNOW BLOCKING ASSIGNMENTS.
- B BACK: RUN PLAY ACTION FAKE CALLED - KNOW BLOCKING ASSIGNMENTS.

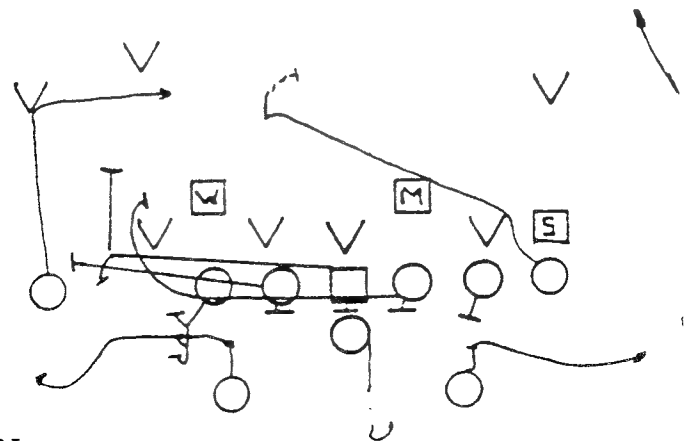
FLARE SCREEN LEFT TO HB



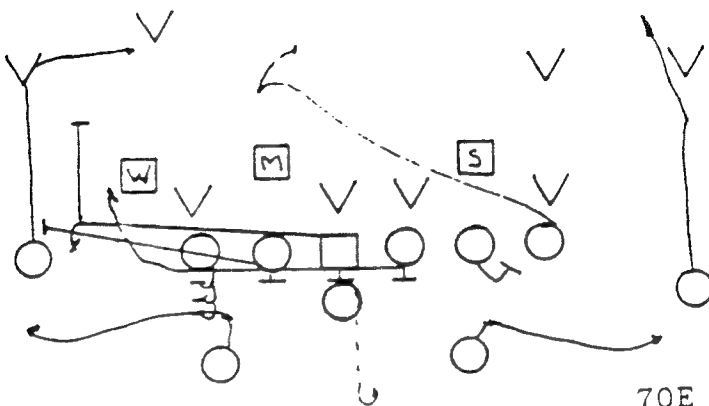
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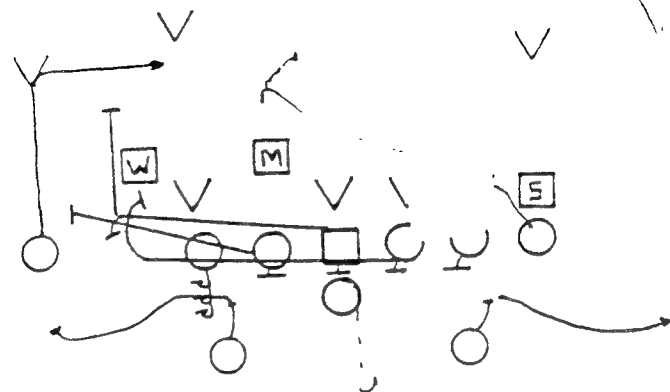
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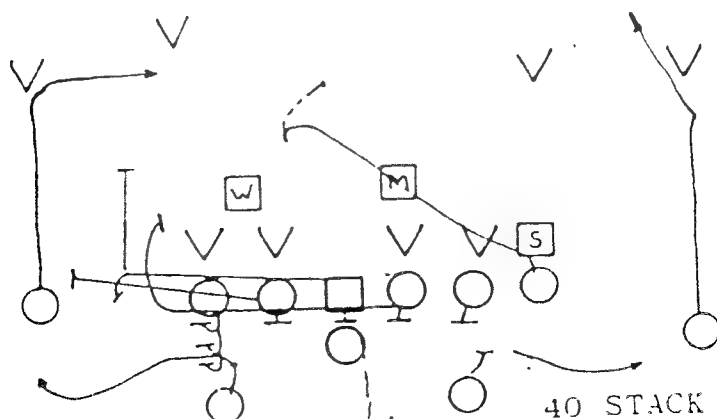
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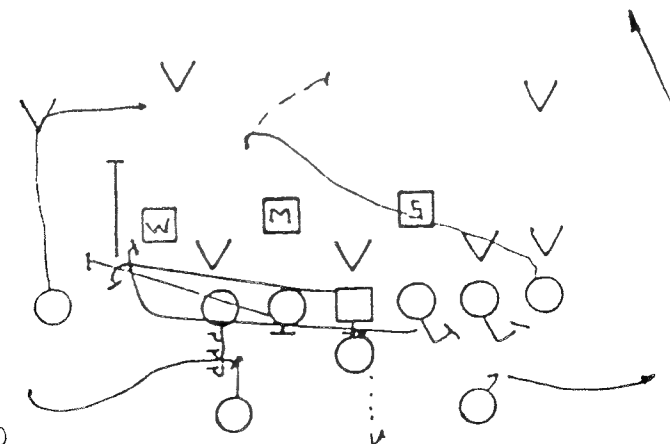
70E



70



40 STACK



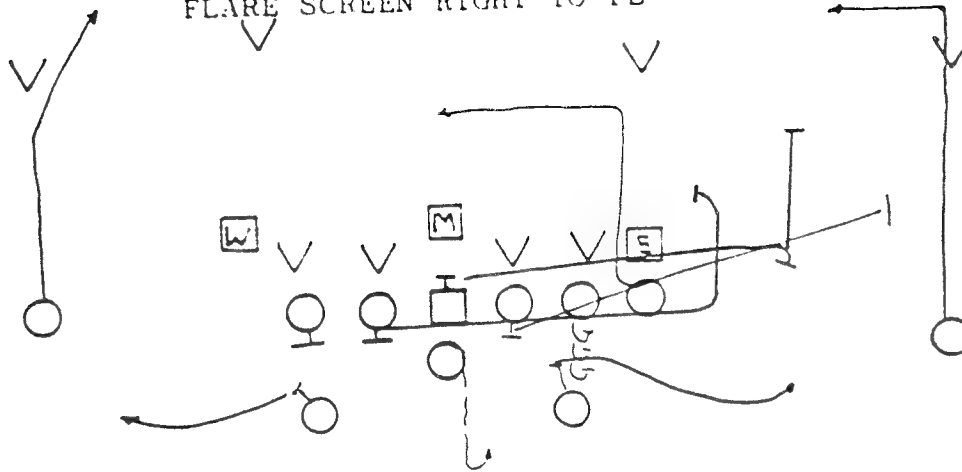
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2021

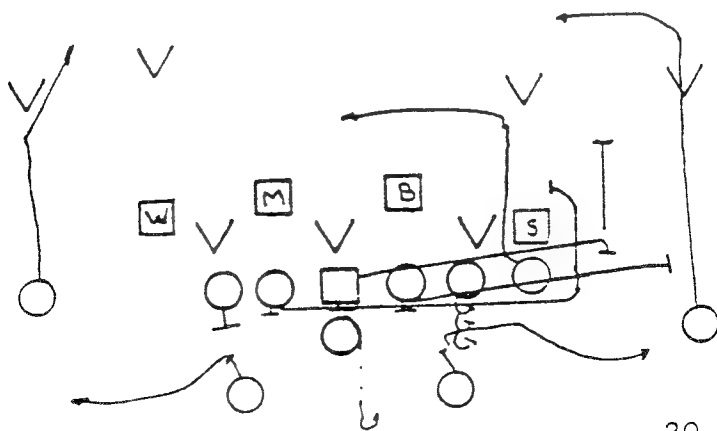
COACHING POINTS

Y	PATTERN
ONINSIDE TACKLE Y SIDE	TAKE NORMAL DROP. STAY WITH D.E. AT A DEPTH OF 5-6 YDS. CUT THE D.E. IF POSSIBLE - ALLOW RB & LINE TO RELEASE UNDER YOU. ZONE ALL STUNTS - DON'T MAKE YOUR DROP SO OBVIOUS TO D.E. SO HE CAN READ IT. AFTER CUT, GET UP & STAY ALL OVER HIM, KEEP HIM AWAY FROM PURSUING.
ONINSIDE GUARD	SET UP REGULAR PASS PROTECTION - ZONE ALL STUNTS - STOP RUSHER IN HIS TRACKS, STAY UP TIGHT ON HIM LET HIM GO BY YOU- RELEASE ON 3 COUNT UNDER OTT () - RELEASE D.T. AWAY FROM SCREEN IF POSSIBLE - SPRINT TO OUTSIDE, EYES D.F., FIND FORCE MAN, LISTEN FOR "GO" CALL FROM R.B. & BLOC FORCE MAN (USUALLY CORNER)
CENTER	SET UP REGULAR PASS PROTECTION - ZONE ALL STUNTS - STOP RUSHER IN HIS TRACKS, STAY UP TIGHT ON HIM, LET HIM GO BY YOU- RELEASE ON 3 COUNT UNDER OTT - RELEASE D.T. AWAY FROM SCREEN IF POSSIBLE. SPRINT TO OUTSIDE "ON GO", LOOK BACK INTO YOUR BACKFIELD, PICK OFF "SPY", NONE. LEAD BALL CARRIER. BE ALERT FOR WILL COMING INTO SCREEN AREA.
OFFSIDE GUARD	SET UP REGULAR PASS PROTECTION. ZONE ALL STUNTS - STOP RUSHER IN HIS TRACKS, STAY UP TIGHT ON HIM LET HIM GO BY YOU - RELEASE ON 3 COUNT UNDER OTT - RELEASE D.T. AWAY FROM SCREEN IF POSSIBLE SPRINT TO OUTSIDE, EYES D.F., ON "GO" CALL, LOOK & BLOC ANY DEFENDERS COMING FROM INSIDE.
OFFSIDE TACKLE OPEN SIDE	SET UP REGULAR PASS PROTECTION - ZONE ALL STUNTS - STAY ON D.E. ALL THE WAY, DON'T LET HIM PURSUE PLAY.
QUARTER BACK	<ol style="list-style-type: none"> 1. DROP 7 STEPS, PAUSE THEN DROP ON BACK TO THROW 2. IF THROWING TO YOUR LEFT, AFTER 7 STEPS DROP, GO INTO PEDAL TECHNIQUE. 3. IF THERE IS A DEFENDER IN THE WAY OF THE SCREEN, MOVE TO HIM & THROW
B BACK	S.P.U. STUB - RUN BASE
A BACK	<ol style="list-style-type: none"> 1. S.P.U. WILL. 2. SET UP INSIDE, RELEASE WITH P.G., CAN'T GET OUT CHECK DOWN. 3. IF WILL DOGS, YOU MUST BLOCK HIM BEFORE RELEASING INTO SCREEN.

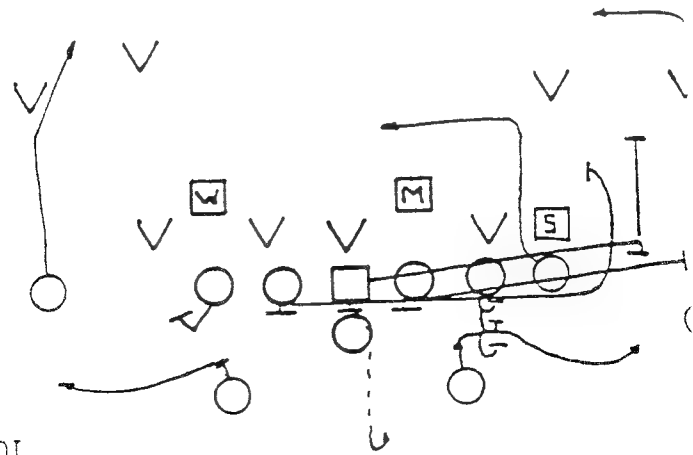
STRONGSIDE SCREEN
FLARE SCREEN RIGHT TO FB



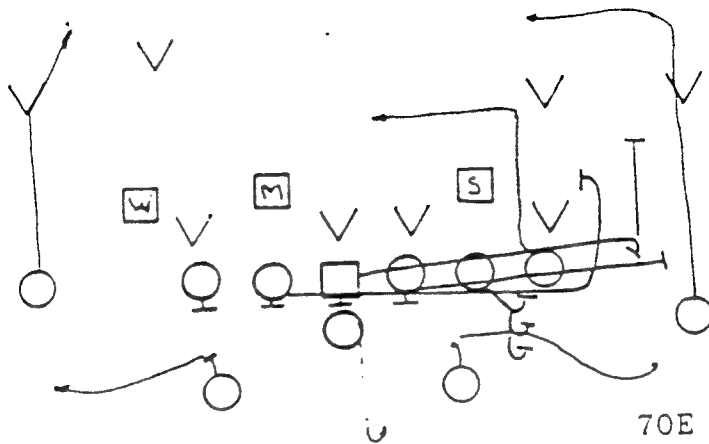
40 DEF.



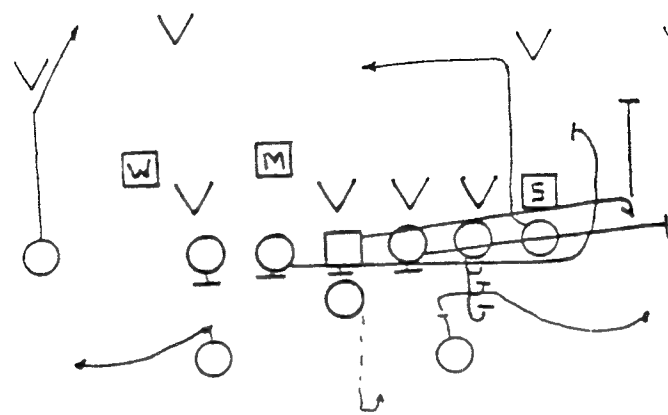
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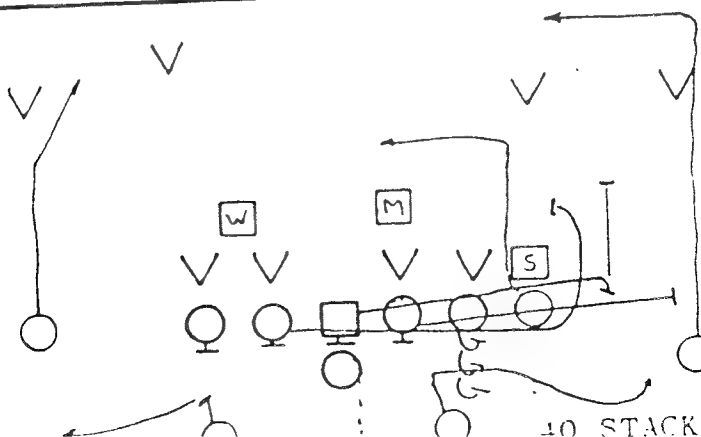
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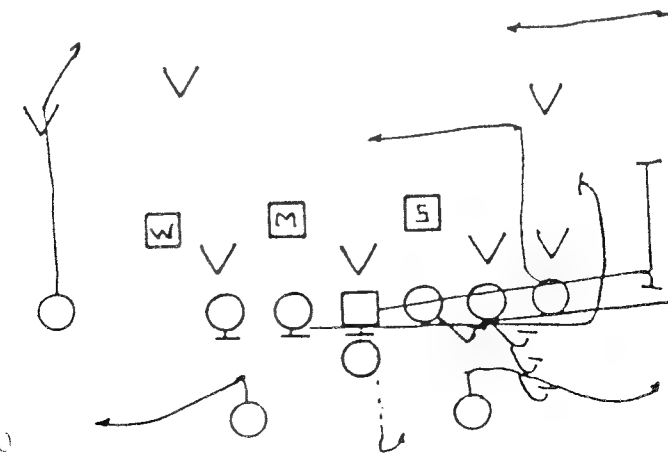
70E



70



40 STACK



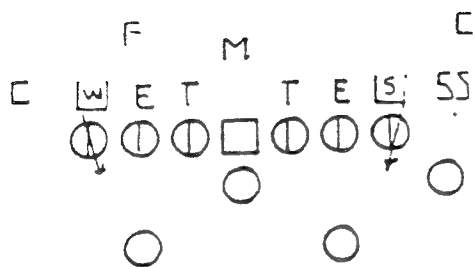
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COACHING POINTS

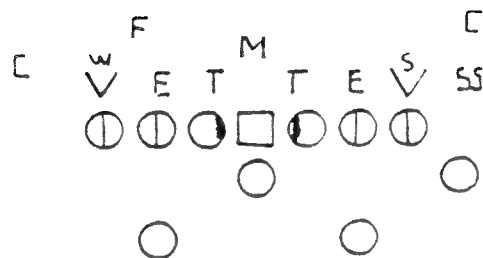
Y	
ON-SIDE TACKLE Y SIDE	TAKE NORMAL DROP-STAY WITH D.E. - AT A DEPTH OF 5-6 YDS. CUT THE D.E. IF POSSIBLE - ALLOW R.B. & LINE TO RELEASE UNDER YOU. ZONE ALL STUNTS - DON'T MAKE YOUR DROP SO OBVIOUS TO D.E. SO HE CAN READ IT - 50 & 70 E, SLIDE TO D.E. & EXECUTE SAME TECHNIQUE. AFTER CUT, GET UP & STAY ALL OVER HIM, KEEP HIM AWAY FROM PURSUING.
ON-SIDE GUARD	SET UP REGULAR PASS PROTECTION - ZONE ALL STUNTS - STOP RUSHER IN HIS TRACKS, STAY UP TIGHT ON HIM LET HIM GO BY YOU - RELEASE ON 3 COUNT UNDER OTT (ALERT 50 DEF) RELEASE D.T. AWAY FROM SCREEN IF POSSIBLE - SPRINT TO OUTSIDE, EYES D.F., FIND FORCE MAN, LISTEN FOR "GO" CALL FROM R.B. & BLOC FORCE MAN (USUALLY CORNER)
CENTER	SET UP REGULAR PASS PROTECTION - ZONE ALL STUNTS - STOP RUSHER IN HIS TRACKS. STAY UP TIGHT ON HIM, LET HIM GO BY YOU - RELEASE ON 3 COUNT UNDER OTT. RELEASE D.T. AWAY FROM SCREEN IF POSSIBLE SPRINT TO OUTSIDE, LOOK BACK INTO YOUR BACKFIELD, PICK OFF "SPY" NONE, LEAD BALL CARRIER ON "GO". BE ALERT FOR STUB COMING INTO SCREEN AREA.
OFFSIDE GUARD	SET UP REGULAR PASS PROTECTION - ZONE ALL STUNTS - STOP RUSHER IN HIS TRACKS, STAY UP TIGHT ON HIM LET HIM GO BY YOU - RELEASE ON 3 COUNT UNDER OTT - RELEASE D.T. AWAY FROM SCREEN IF POSSIBLE SPRINT TO OUTSIDE, EYES D.F., ON "GO" CALL, LOOK & BLOC ANY DEFENDERS COMING FROM INSIDE.
OFFSIDE TACKLE OPEN SIDE	SET UP REGULAR PASS PROTECTION - ZONE ALL STUNTS - STAY ON D.E. ALL THE WAY, DON'T LET HIM PURSUE PLAY.
QUARTER BACK	<ol style="list-style-type: none"> 1. DROP 7 STEPS. PAUSE, THEN DROP ON BACK TO THROW. 2. IF THROWING TO YOUR LEFT, AFTER 7 STEPS DROP, GO INTO PEDAL TECHNIQUE 3. IF THERE IS A DEFENDER IN THE WAY OF THE SCREEN, MOVE TO HIM & THROW
3 BACK	<ol style="list-style-type: none"> 1. SET UP INSIDE, RELEASE WITH P.G., CAN'T GET OUT CHECK DOWN 2. IF STUB DOGS YOU MUST BLOCK HIM. THEN RELEASE INTO SCREEN.
A BACK	S.P.U. WILL - RUN BASE.

GOALLINE SHORT YARDAGE FRONTS

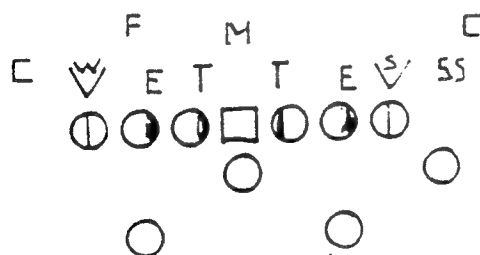
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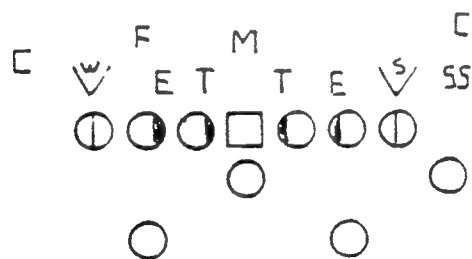
61 TITE



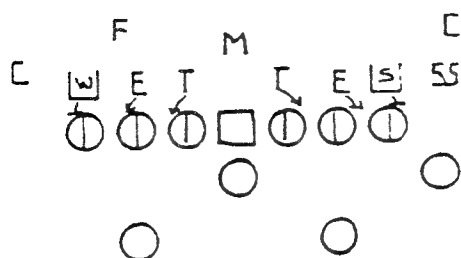
61 TITE INSIDE WEAK



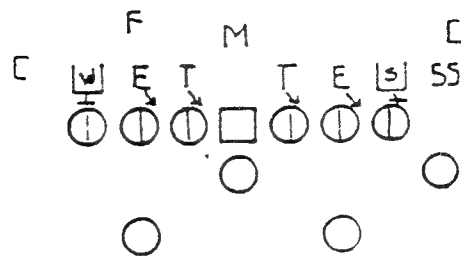
61 TITE INSIDE



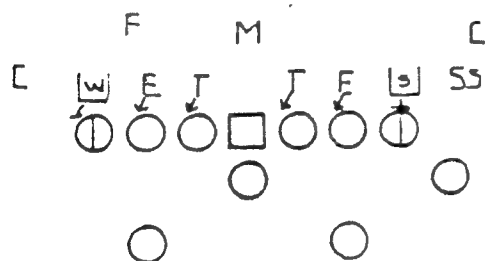
61 OUTSIDE



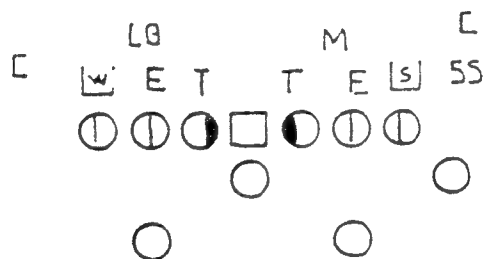
61 SLANT



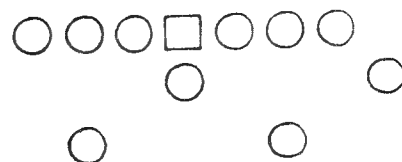
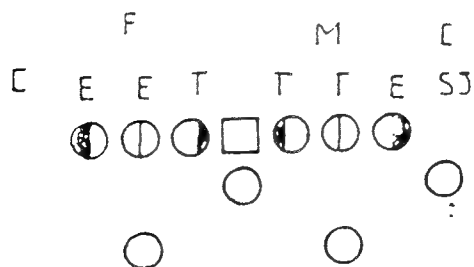
61 ANGLE



62

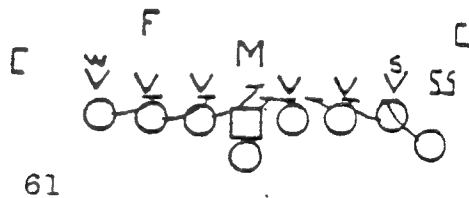
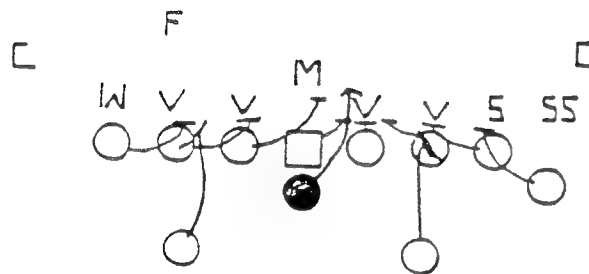


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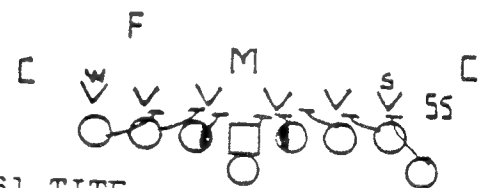


GOALLINE / SHORT YARDAGE OFFENSE: PLAY: QB WEDGE AT

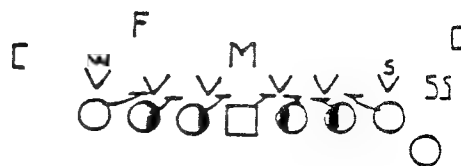
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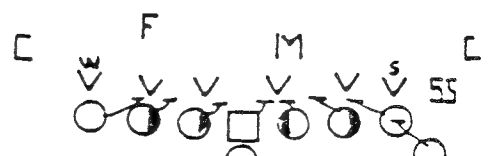
61



61 TITE



61 TITE INSIDE

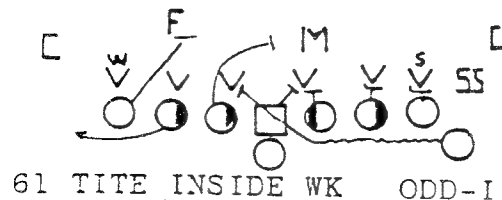
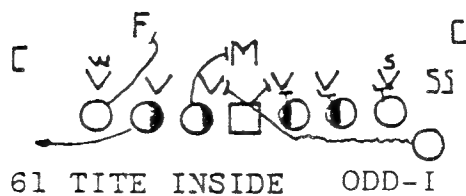
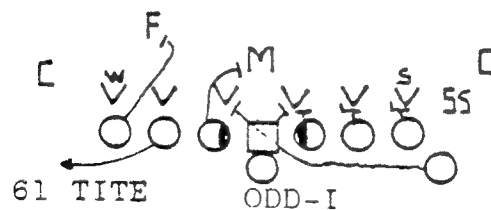
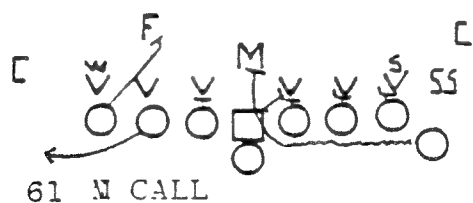
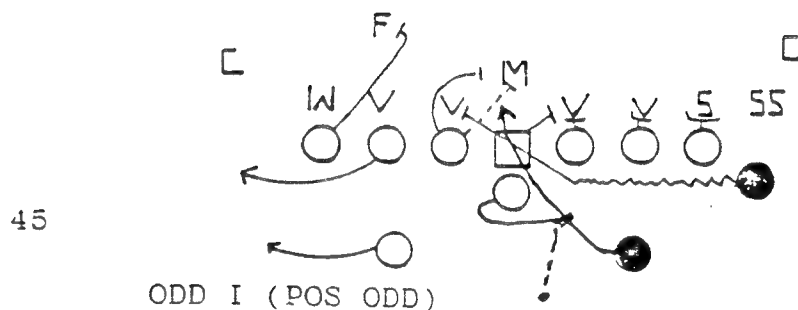


61 TITE INSIDE WK

COACHING POINTS

- TE: DOWN BLOC TO YOUR T'S HIP
- PT: DOWN BLOC TO YOUR C'S HIP
- PG: APEX WEDGE MAN ON - SHOULDER APEX MAN IN GAP
- OCN: BLOC TO APEX GUARD'S HIP - MAN IN GAP, SHOULDER APEX P.G.
- OFG: DOWN BLOC TO YOUR OCN'S HIP
- OFT: DOWN BLOC TO YOUR OFG'S HIP
- OFTE: DOWN BLOC TO YOUR OFT'S HIP

- QB: TAKE ONE DROP STEP. "POWER" RUN THRU APEX OF WEDGE
- BC: SPRINT SPOT - TAIL OF TACKLE - SEAL OUTSIDE
- RB: SPRINT SPOT - TAIL OF TACKLE - SEAL OUTSIDE
- WING: DOWN BLOC TO YOUR TE'S HIP



COACHING POINTS

TE: INSIDE RELEASE, BLOC F.S.

PT: PULL INFLUENCE

PG: ODD-I (AROUND D.T.) TO MAC - POS ODD OR M BLOC

OCN: AWAY BLOC (COG)

OFG: COG BLOC PLAYSIDE GAP

OFT: M BLOC PLAYSIDE GAP

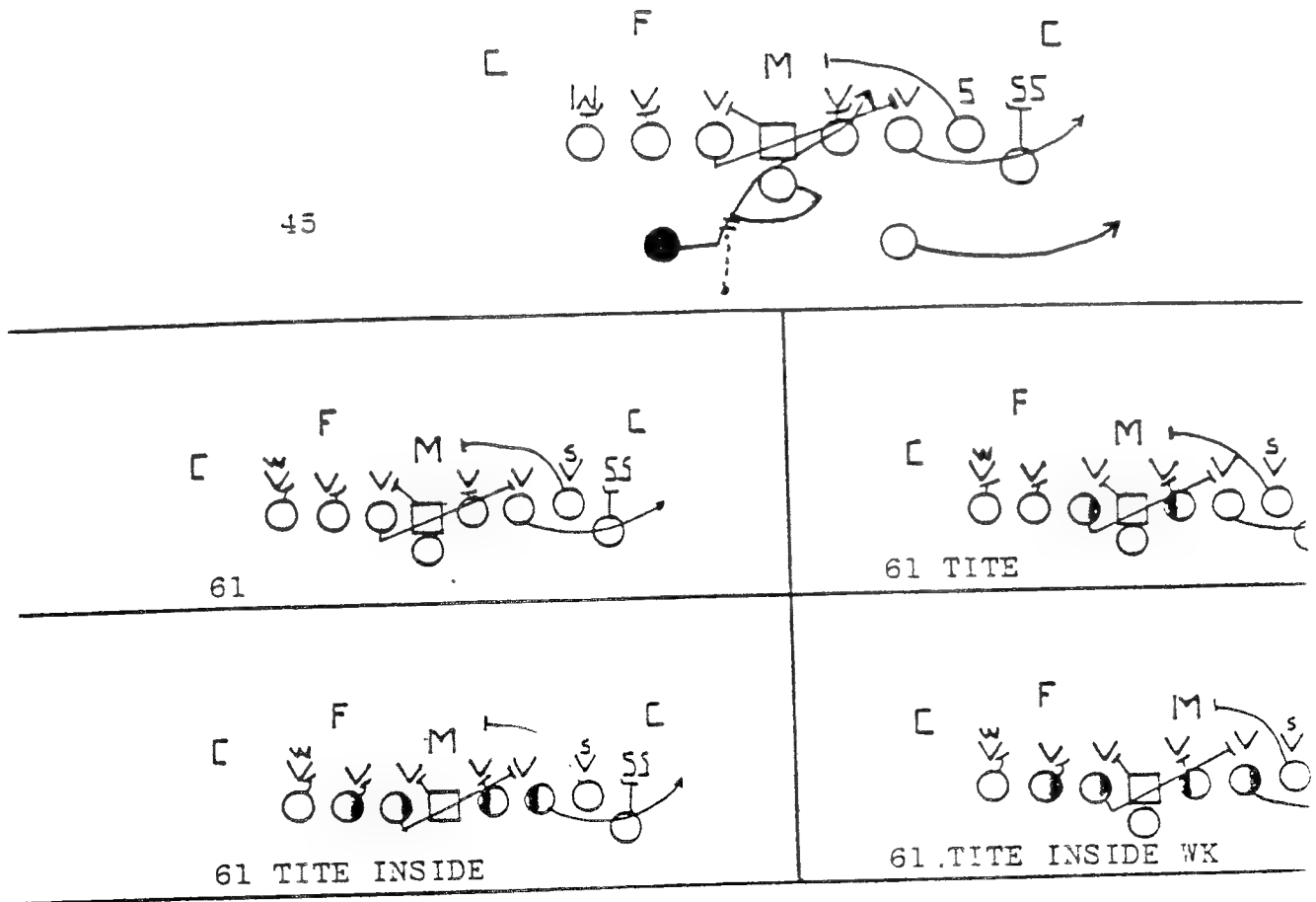
OFTE: M BLOC S.S.

QB: FAKE PITCH TO HB, REVERSE AROUND QUICKLY, HAND OFF TO B.C.

BC: SPRINT SPOT - NEAR LEG OF CENTER - LEAD STEP - KEY WING MAN'S TRAP BLOCK. RUN DAYLITE

RB: SPRINT SPOT - SIDELINE - ACCEPT QB'S PITCH FAKE

WING: SHORT JET MOTION - ZAP DEF R.T. (POS. ZAP ON MAC ON M CALL)



COACHING POINTS

TE: GIVE YOURSELF SOME ROOM, BLOC MAC

PT: T PULL, BLOC SUPPORT

PG: M BLOC

OCN: AWAY BLOC

OFG: PULL, TRAP D.E. (=2 MAN)

OFT: M BLOC PLAYSIDE GAP

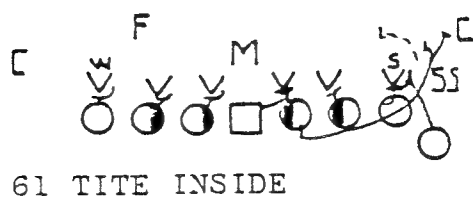
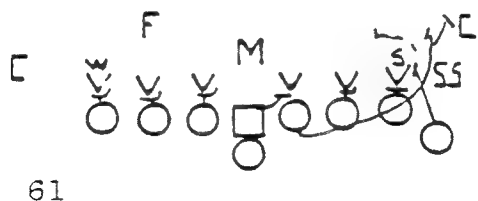
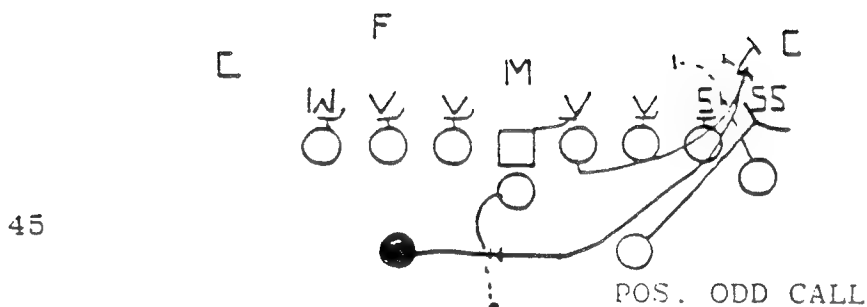
OFTE: M BLOC PLAYSIDE GAP

QB: FAKE PITCH TO FB, REVERSE TO B.C. HAND-OFF-FAKE PASS

BC: SPRINT SPOT - FAR LEG OF CENTER - SLIGHT LATERAL STL
QB TO GET AROUND.

RB: SPRINT SPOT - SIDELINE - ACCEPT PITCH FAKE BY QB.

WING: M BLOC S.S.



COACHING POINTS

TE: POST STUB FOR WING - (PAL BLOC) (ALERT ODD CALL)

PT: M BLOC (ALERT ODD CALL)

PG: PULL THRU HOLE. LOOK IN, CK MAC TO C

OCN: OVER BLOC (TOO WIDE CALL "ODD")

OFG: M BLOC PLAYSIDE GAP

OFT: M BLOC PLAYSIDE GAP

OFTE: M BLOC PLAYSIDE GAP

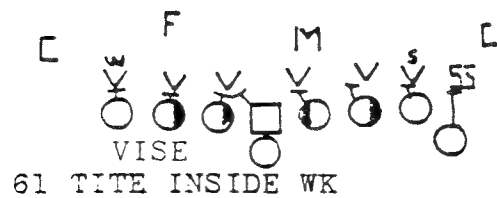
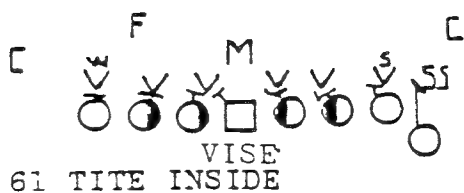
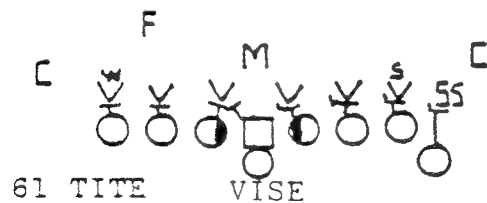
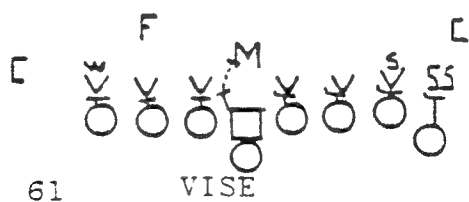
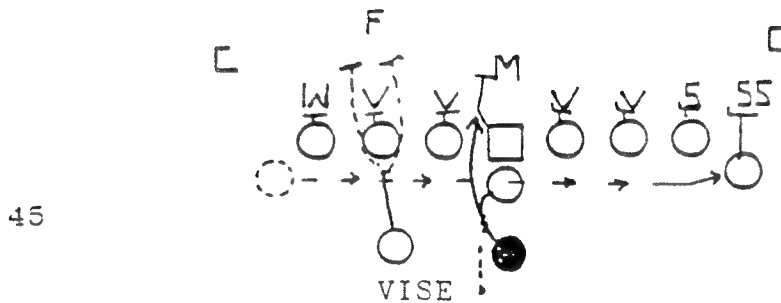
QB: OPEN TO B.C. GET DEPTH QUICKLY - HAND-OFF. FAKE BOOT.

BC: LEAD STEP - ON CROSSOVER - ACCEPT BALL - KEY WING AND FB'S BLOCK

RB: SPRINT SPOT - OUTSIDE LEG OF TE - BLOCK FIRST MAN OUTSIDE WING BLAST BLOCK.

WING: BLAST BLOC STUB WITH TE, PAL TO MAC (ALERT ODD CALL)

GOALLINE / SHORT YARDAGE OFFENSE: PLAY: 31 PLUNGE



COACHING POINTS

TE: M BLOC

PT: M BLOC

PG: VISE TO M BLOC

OCN: VISE TO M BLOC

OFG: M BLOC PLAYSIDE GAP

OFT: M BLOC PLAYSIDE GAP

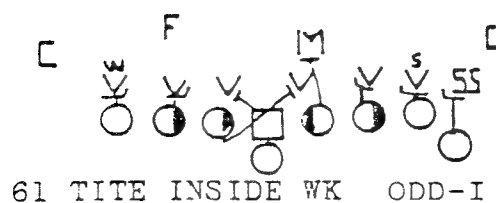
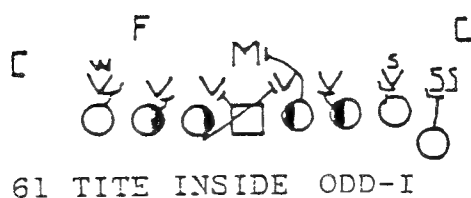
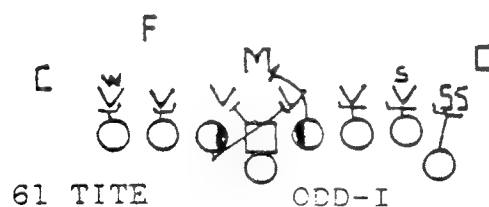
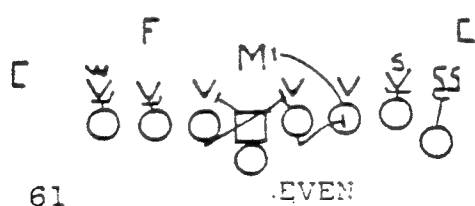
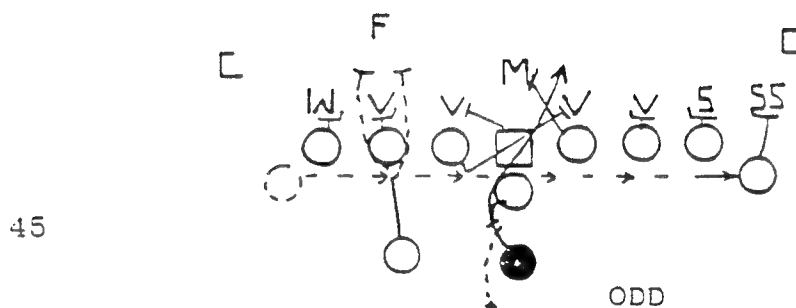
OFTE: M BLOC PLAYSIDE GAP

QB: OPEN TO B.C. GET DEPTH, HAND-OFF. GET OUT OF B.C.'S PATH TO P.O.

BC: SPRINT SPOT - NEAR LEG OF CALL SIDE GUARD - RUN DAYLITE

RB: SPRINT SPOT - TAIL OF TACKLE - BLOCK FRANK

WING: M BLOC S.S.



COACHING POINTS

TE: M BLOC

PT: ODD-EVEN-ODD I-TRAP BLOCKING

PG: ODD-ODD-I-EVEN-TRAP BLOCKING

OCN: AWAY BLOCK

OFG: TRAP #1 MAN

OFT: M BLOC PLAYSIDE GAP

OFTE: M BLOC PLAYSIDE GAP

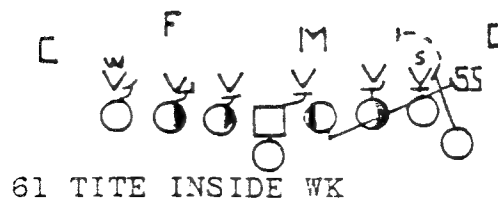
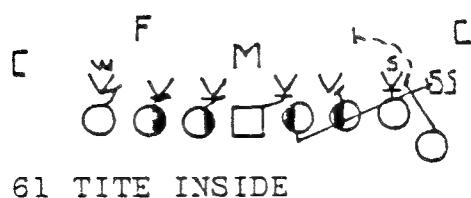
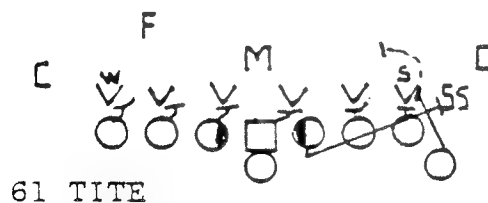
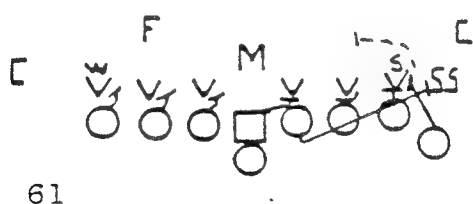
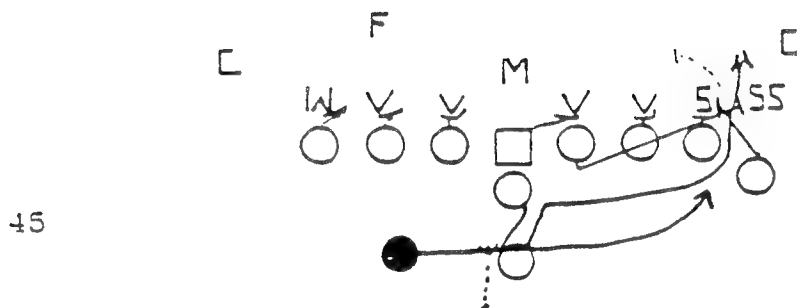
QB: OPEN TO B.C. GET DEPTH. HAND-OFF. GIVE B.C. ROOM TO HIT P.O.A.

BC: SPRING SPOT FAR LEG OF CENTER - FOLLOW TRAPPING GUARD - ALERT FOR EVEN CALL (PLAYSIDE TACKLE ON MAC)

RB: DRIVE AT TAIL OF TACKLE - BLOCK FRANK

WING: PEEL, M BLOC S.S.

GOALLINE / SHORT YARDAGE OFFENSE: PLAY: 28F BLAST



COACHING POINTS

TE: POST STUB FOR WING (PAL BLOC)

PT: M BLOC

PG: PULL, TRAP S.S.

OCN: OVER BLOC

OFG: M BLOC PLAYSIDE GAP

OFT: M BLOC PLAYSIDE GAP

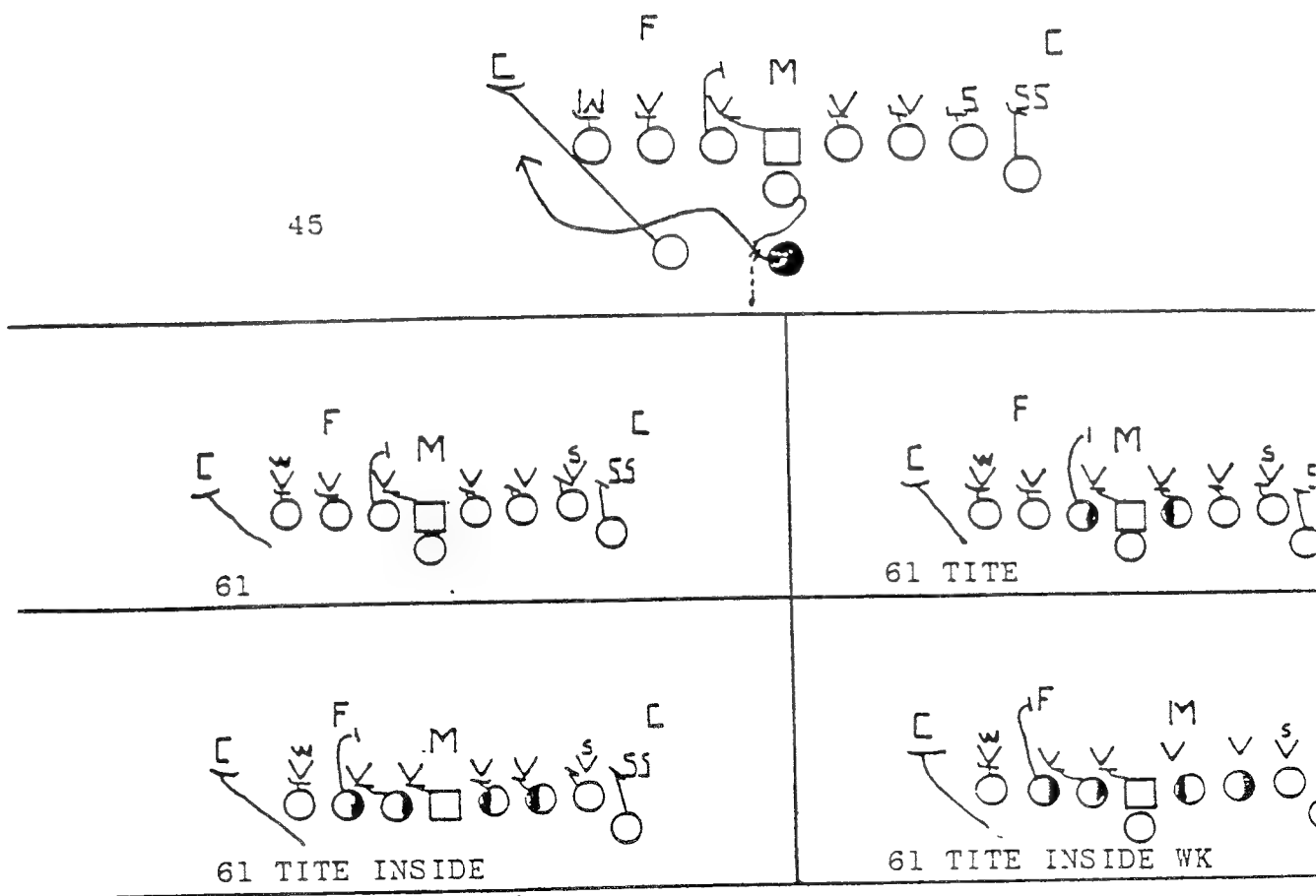
OFTE: M BLOC PLAYSIDE GAP

QB: REVERSE TO B.C. HAND-OFF-FAKE BOOT

BC: SPRINT SPOT - TAIL OF TE - KEY TE AND PULLING GUARDS BLOCK. RUN DAYLITE

RB: SHORT STEP UP - CK DT AREA - N/T LEAD THROUGH HOLE - LOOK INSIDE FOR MAC TO FIRST COLOR

WING: BLAST BLOC STUB WITH TE - PAL TO MAC



COACHING POINTS

TE: M BLOC

PT: M BLOC - TAG

PG: M BLOC TO COG TO TAG

OCN: M BLOC TO COG TO TAG

OFG: M BLOC PLAYSIDE GAP

OFT: M BLOC PLAYSIDE GAP

OFTE: M BLOC PLAYSIDE GAP

QB: REVERSE RIVOT. GET DEPTH. HAND-OFF. FAKE PASS

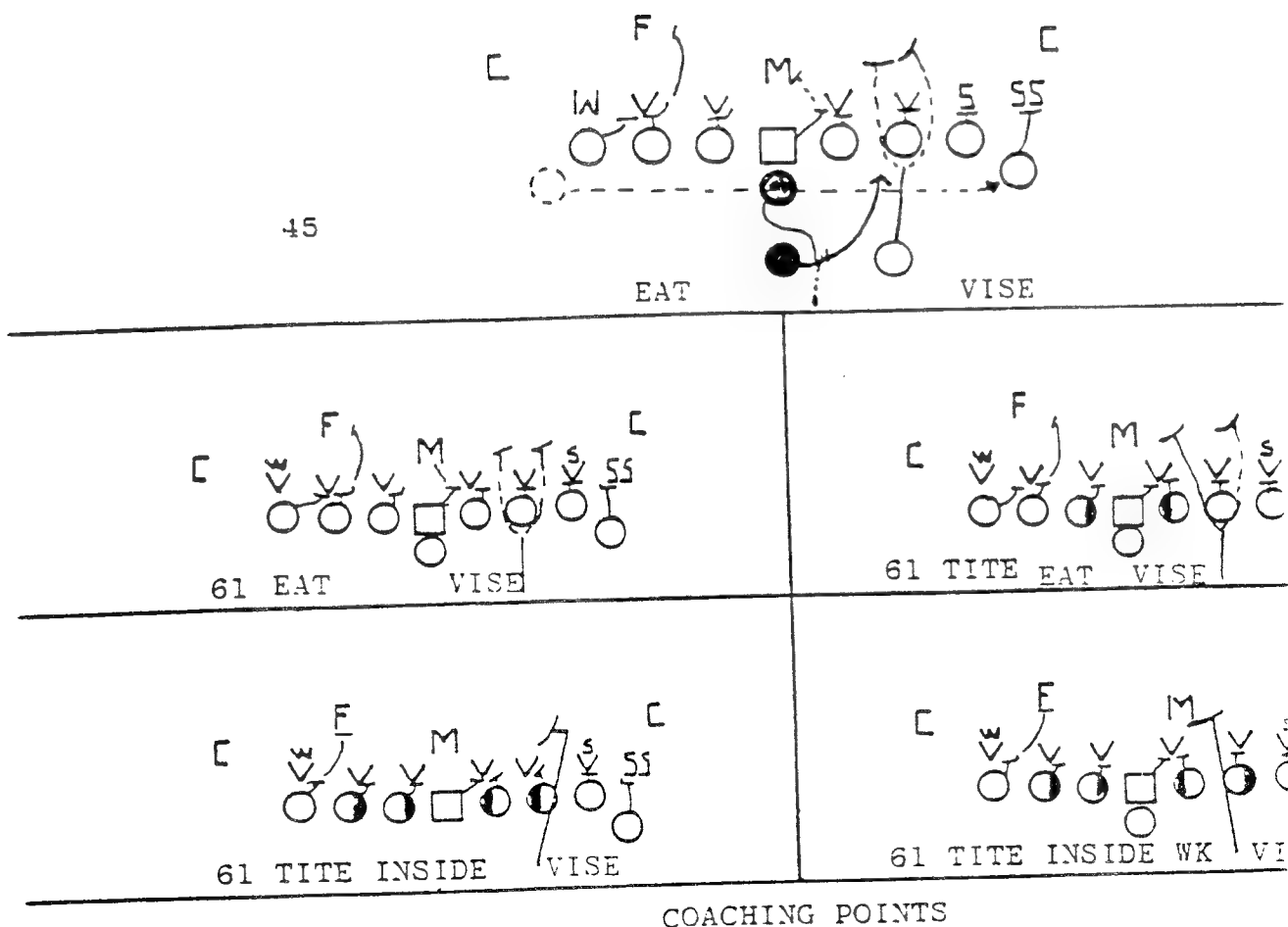
BC: SPRINT SPOT - INSIDE LEG OF PLAYSIDE TACKLE. LEAD STE
ON CROSSOVER - THREATEN CONTAIN - RUN DAYLITE.

RB: SPRINT SPOT - OUTSIDE LEG OF TE - BOSS BLOCK CB.

WING: M BLOC-S.S.

GOALLINE / SHORT YARDAGE OFFENSE: PLAY: 34-M-1

(ALSO I & BRC



TE: M BLOC

PT: M BLOC

PG: M TO VISE

OCN: M TO VISE

OFG: M BLOC PLAYSIDE GAP

OFT: M BLOC PLAYSIDE GAP - EAT

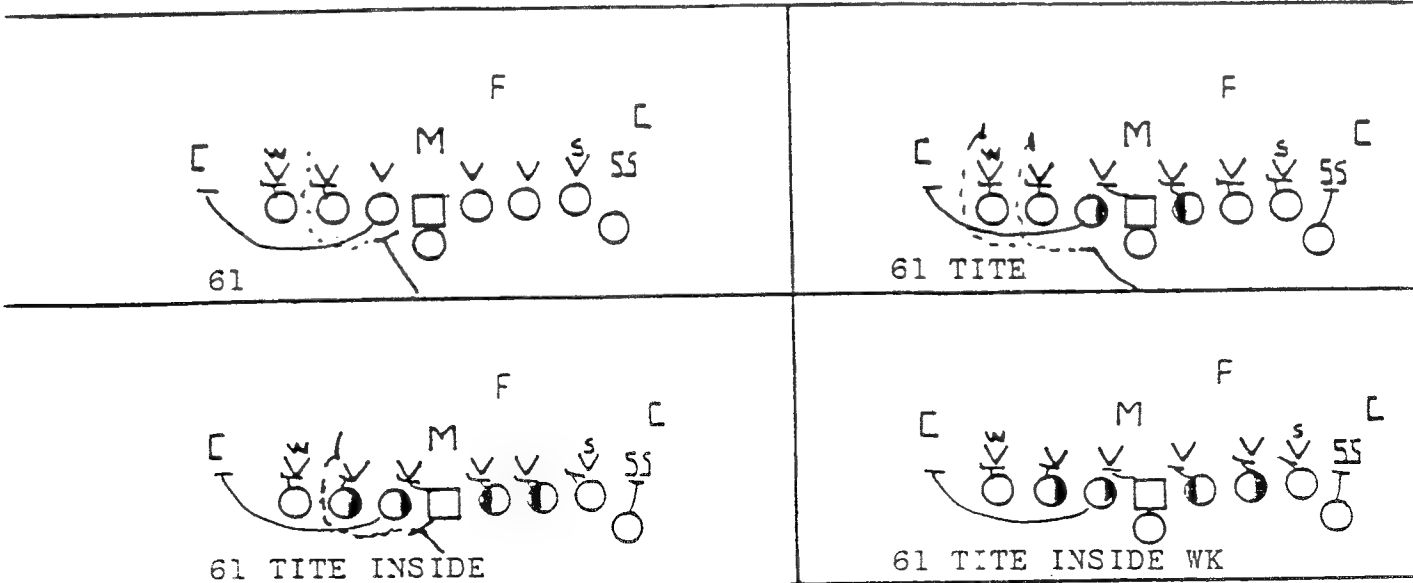
OFTE: M BLOC PLAYSIDE GAP - EAT - FREE SAFETY

QB: REVERSE PIVOT. GET DEPTH, HAND-OFF. FAKE PASS.

BC: SLIGHT ROLL STEP = KEY PLAYSIDE TACKLE - FB FOR HOLD

RB: KEY PLAYSIDE TACKLE - TAKE BEST PATH - BLOCK 2ND LAR

WING: M BLOC S.S. FROM PEEL



COACHING POINTS

TE: M BLOC HOOK

PT: M BLOC HOOK

PG: PULL, ELOC FORCE

OCN: M ELOC - OVER

OFG: M BLOC PLAYSIDE GAP

OFT: M BLOC PLAYSIDE GAP

OFTE: M BLOC PLAYSIDE GAP

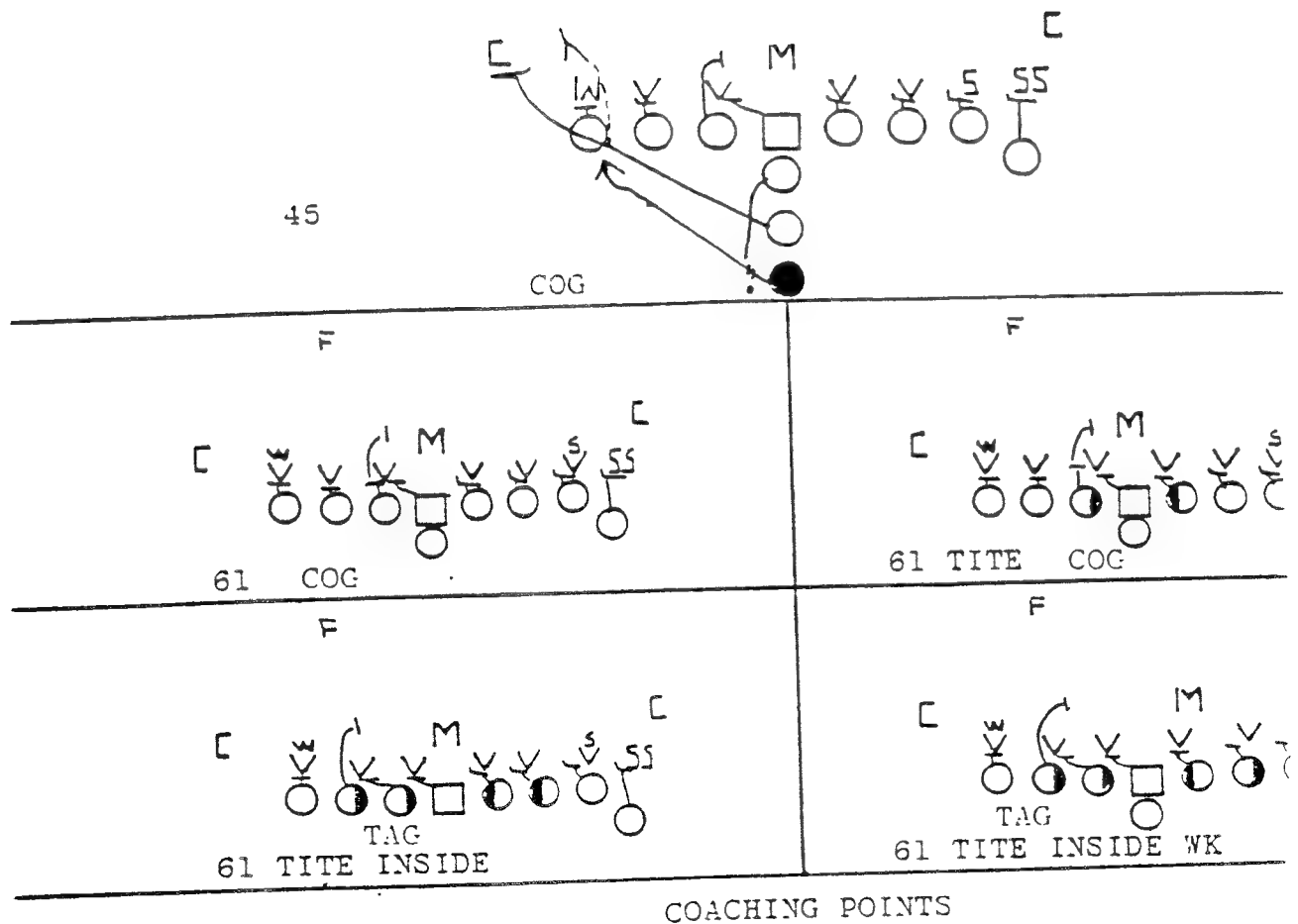
QB: REVERSE TO B.C. HAND-OFF - FAKE BOOT.

BC: SPRINT SPOT - SIDE LINE KEY PLAYSIDE TE AND PULLING GUARDS
RUN DAYLITE.

RB: SHORT LEAD STEP - INSIDE LEG OF PLAYSIDE GUARD. CK OG ARC
SEARCH FOR 1ST INSIDE BACKER PLAYSIDE.

WING: PEEL, M. BLOC S.S.

GOALLINE / SHORT YARDAGE OFFENSE: PLAY: 27 BOS
 F C/P FREE SAFETY



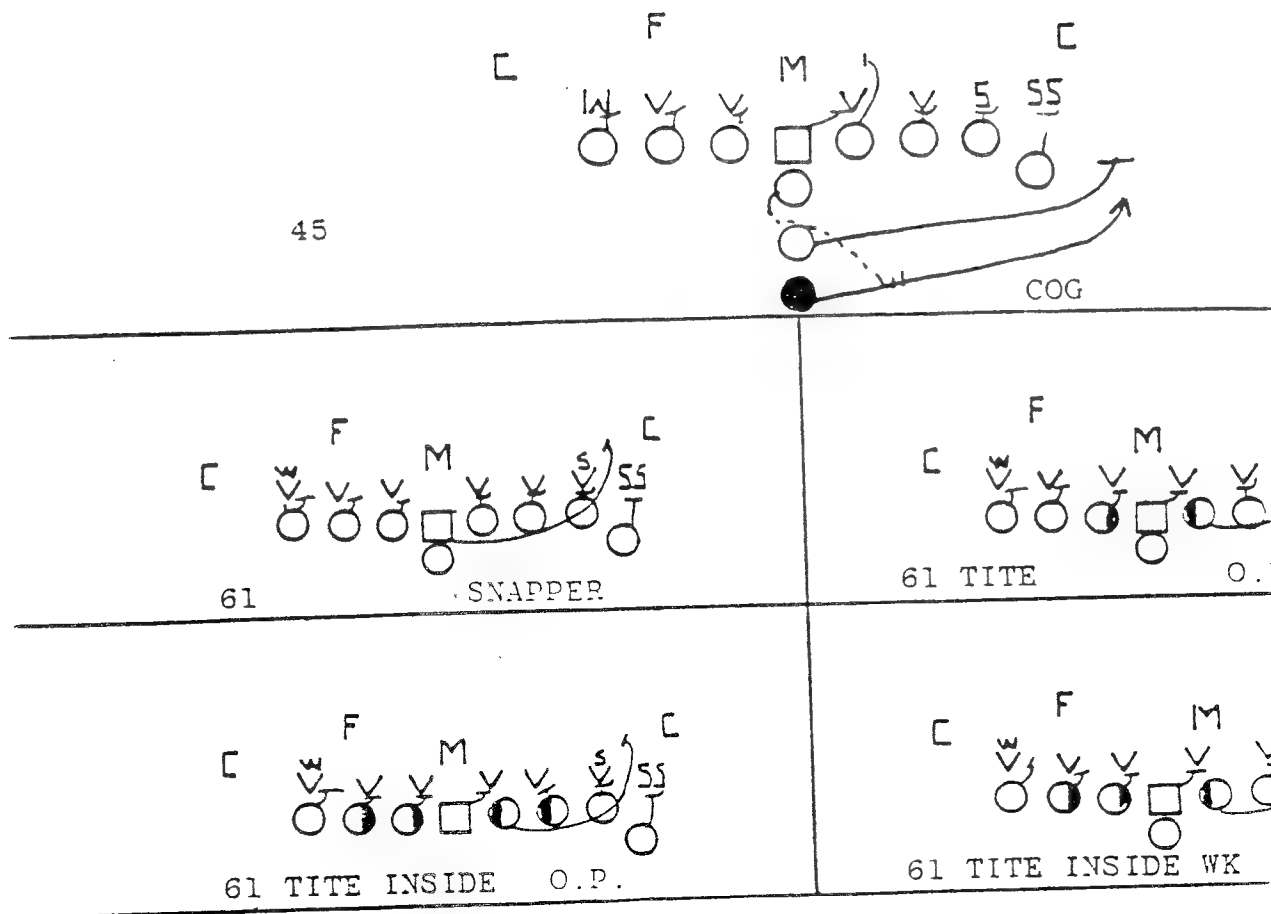
TE: M BLOC
 PT: M BLOC TO TAG
 PG: M BLOC TO COG TO TAG
 OCN: M BLOC TO COG TO TAG
 OFG: M BLOC PLAYSIDE GAP
 OFT: M BLOC PLAYSIDE GAP
 OFTE: M BLOC PLAYSIDE GAP

QB: OPEN TO B.C. - GET DEPTH AS QUICKLY AS POSSIBLE. H
 PASS

BC: EXPLODE - TO TAIL OF CALL SIDE TE - KEY TE'S BLOCK

RB: EXPLODE - TO TAIL OF CALL SIDE TE - KEY TE'S BLOCK
 BOSS BLOCK.

WING: M BLOC S.S.



COACHING POINTS

TE: M BLOC

PT: M BLOC (POSSIBLE TAG)

PG: M BLOC TO OPTION PULL TO TAG

OCN: M BLOC TO OVER (POSSIBLE SNAPPER)

OFG: M BLOC PLAYSIDE GAP

OFT: M BLOC PAYSIDE GAP

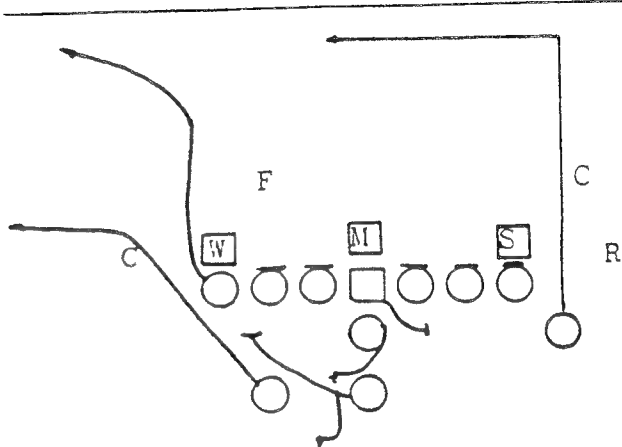
OFTE: M BLOC PLAYSIDE GAP

QB: REVERSE PIVOT - TOSS TO B.C. WITH SLIGHT LEAD. ALL JERSEY OF B.C.

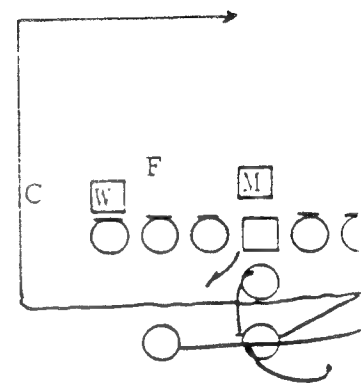
BC: OPEN - ACCEPT TOSS - KEY FB AND TE'S BLOCK - GAIN ON OPEN STEP.

RB: SPRINT SPOT - TAIL OF WING MAN - BOSS BLOCK FORCE TO CROSS FACE

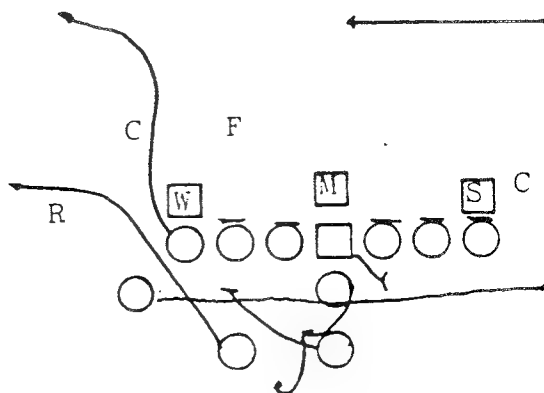
WING: M BLOC S.S.



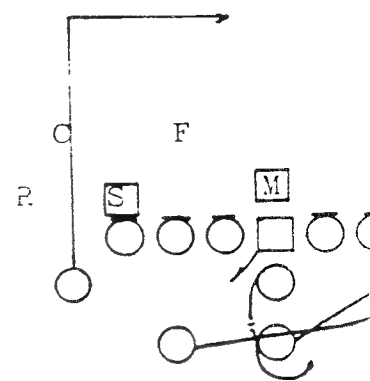
POWER BROWN RT.
PASS 37 - 704 ARROW



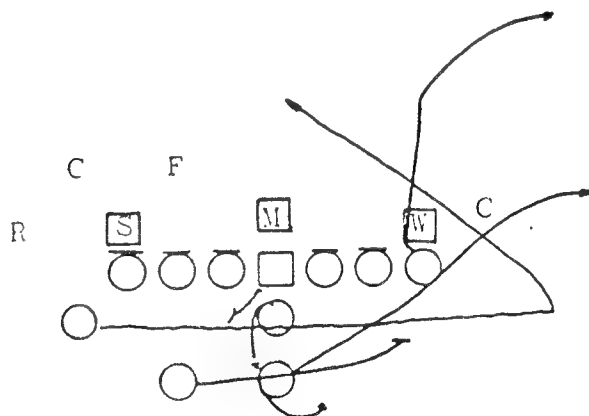
POWER GREEN LT.
PASS 26 - 704 AP



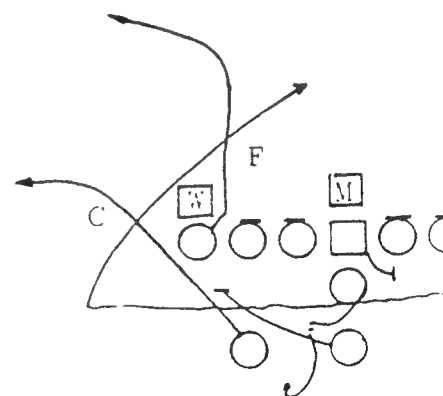
POWER BROWN RT. PEEL
PASS 37 - 704 ARROW



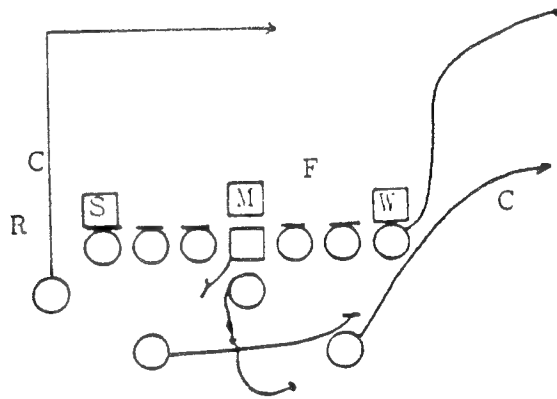
POWER GREEN LT.
PASS 26 - 704 A



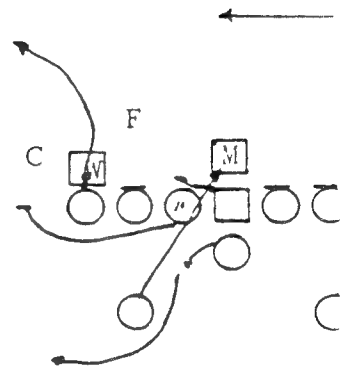
POWER BROWN RT. PEEL
PASS 26 - 072 ARROW



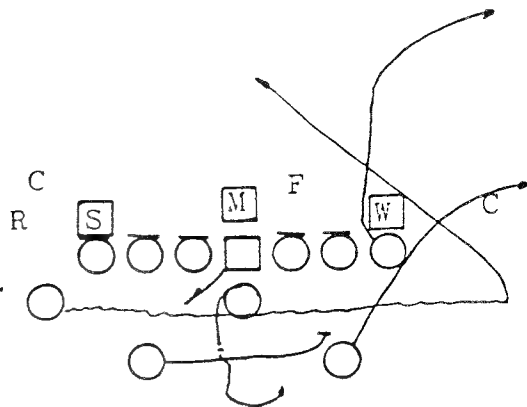
POWER GREEN LT. P
P. 37 - 072 ARROW



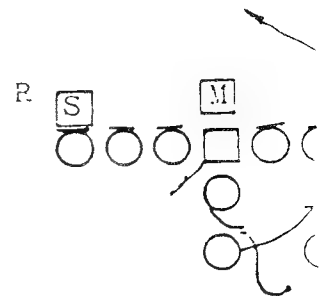
POWER RED LT.
PASS 26 - 704 ARROW



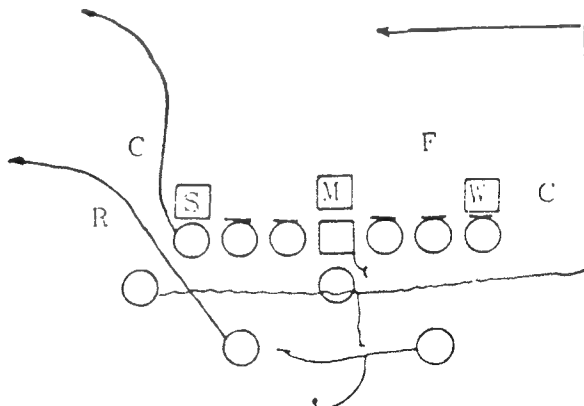
POWER RED RT.
PASS 21 BOOT -



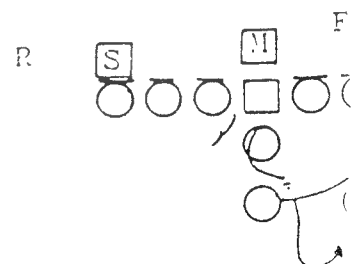
POWER RED RT. PEEL
PASS 26 - 072 ARROW



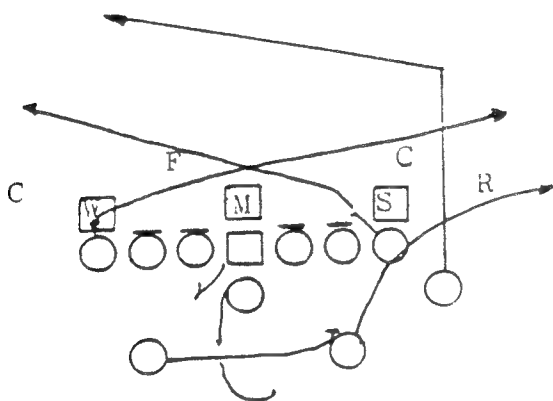
GREEN RT. ZIP
PASS 36 - 072



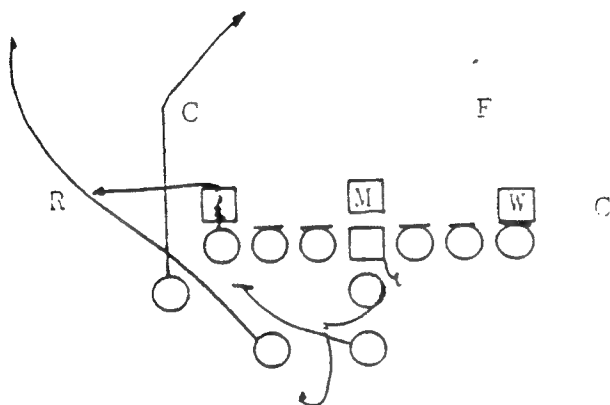
POWER RED RT. PEEL
P. 27 - 072 ARROW



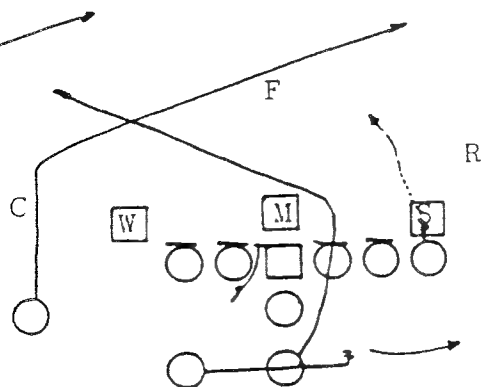
GREEN RT. ZIP
PASS 36 - 018



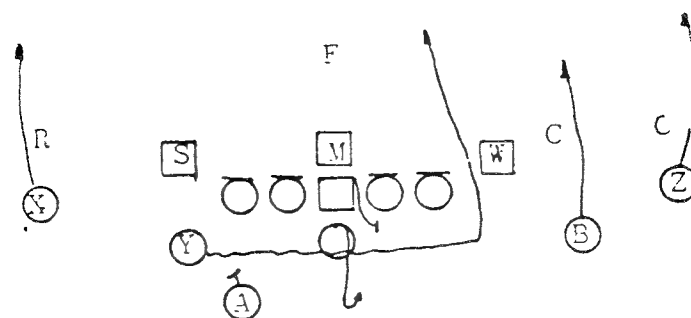
POWER RED RT.
PASS 26 - ZERO 88 ARROW



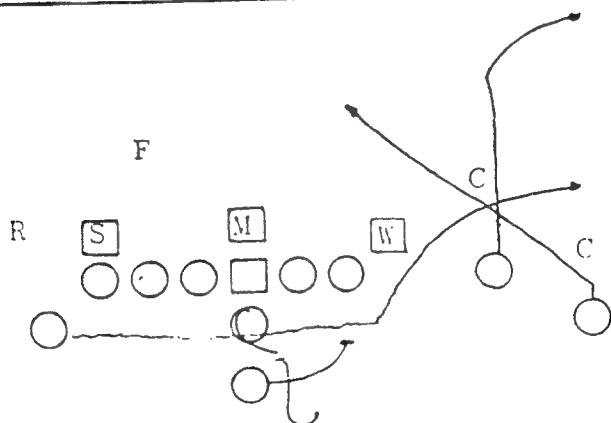
POWER GREEN LT.
P. 37 - 018 SWING (016 SWING)



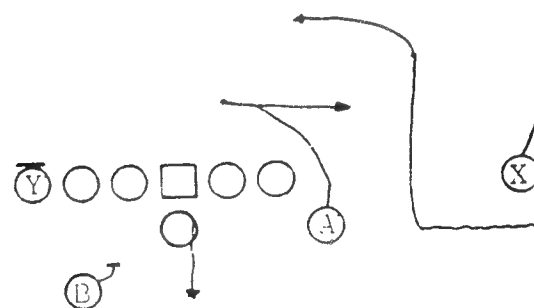
BROWN RT. OPPOSITE
S.P. 28 088 B CROSS



TWIN RT. TOM
QUICK 989 B UP



TREY LT. NOTION
P. 36 072 ARROW



TREY LT. ZIP
QUICK KEY OH 49 A
FAKE DELAY

TOUGH TERRITORY OFFENSE

I. GOING IN AREA

In general terms Tough Territory begins at the E yard line. It may vary to the 15 or 25 yard line according to specific opponents. We will apply our Tough Territory approach from the Blue 20 yard line until we get into Line situations at which point our goal line approach take over.

- 1.1 Our basic philosophy will be first stay with what us down there. This means if we have sustained drive, we will attempt to keep the pressure on the defense. TEMPO IS IMPORTANT - STAY AFTER "EM!"
 1. Be alert for dogs, especially if we have just the GOING IN AREA and it is first down.
 2. We would like to stay ahead of the down and situation. Don't allow them to dictate to you must make 4 yards on first down!
 3. When you realize if you can average 4 yards once inside the +20, and it will only take you to score, you will really increase the number of times you will score once down there.
 4. DON'T THINK ABOUT SCORING IN ONE PLAY. Now don't get inside the +20 until it is 3rd down thinking definitely changes and is directed to plan and score!
- 1.2 WE MUST COME OUT WITH A SCORE - TD or FG.
 1. Game situations change things but our first will always be TD!
- 1.3 Offensively we will try to control the defense by allowing them to double cover the receiver we want to work to. The use of formations, zoom and play action passes will enable us to do this.
- 1.4 Play action passes isolating backs on LB's or underneath coverage will be a major phase of our offense inside this area.

1.5 Tough Territory is sub-divided into three segmen

1. Blue 20 to Blue 12 yard line.

2. Blue 11 to Blue 6 yard line.

3. Blue 5 to goal line:

a. If down and yardage requirement is more
one yard per down, we will treat it as Tou
Territory.

b. If down and yardage requirement is one y
or less per down, we will treat it as a
line situation.

PLAN FOR NICKEL, DIME, AND QUARTER COVERAGES

I. GENERAL INFORMATION

These coverages are used in likely passing situations:

1. Nickel -- Five defensive backs.
2. Dime -- Six defensive backs.
3. Quarter -- Seven defensive backs.

For purposes of this discussion, we will refer to all of these coverages as "Nickel Coverages." In broad terms there are two general types of Nickel Coverage:

1. Zone nickel coverage.
2. Combination nickel coverages which employ double coverage on some receivers and single man to man coverages on other receivers.

II. ZONE NICKEL COVERAGES

These will not require specific adjustments in our routes or flares. In actuality, the defense has merely replaced a line-backer with a defensive back.

III. COMBINATION NICKEL COVERAGES

In the combination nickel coverages the defense can employ a broad variety of double coverages, usually on two or all three of the receivers. Usually the backs are not double covered, and they will usually enjoy one on one coverage.

In attacking these combination nickel coverages, we may have to adjust flares for our backs and/or routes for our receivers. This does not necessarily mean that we will add patterns. We will, however, need to make occasional adjustments in our basic patterns.

PLAN FOR COMING OUT OFFENSE

I. BASIC PHILOSOPHY

- 1.1 Our primary objective is to get the ball out beyond the 25 yard line before having to punt. If we can do this, opponent will initiate their drive on approximately the -35 yardline.
 1. Note: An offensive team has approximately a 29% less chance to score a TD or FG if they initiate a drive on the minus side of the 50! Get the ball out to the 25!!
- 1.2 We are not going to play defensive offense when backed up. It is up to each man to "Strap It On" and Get After 'Em! Passes will be included in our coming out offense.
- 1.3 There are certain general principles which apply throughout the entire 25 yard coming out area. These are:
 1. Do not throw deep in the middle. Middle area passes over 14 yards are taboo in this area. A 6 Route is okay, but 4 and 8 Routes are not desirable.
 2. We are thinking primarily of getting first downs in this area so that at the very least, we can move out to more advantageous field position from which to punt.
 3. Gadgets are not good plays for Coming Out Offense.
 4. Screens are good selections.
 5. Passes to backs are best.
 6. QB run or pass options such as the Sprint, Dash and Bootleg are relatively safe plays.
 7. Our initial thought is to get out of his danger zone with our Base Blocking Running Game. Examples below:

RUNS

36/37 SLANT	24/25 LEAD
30/31 PLUNGE	24/25 HAND BACK
34/35 BASE	26/27 POWER BOB O
26/27 SLANT	20/21 PITCH
24/25 DIVE	

PASSES (Type of Coverage Played Will Dictate)

<u>QUICK</u>	<u>FIRM</u>	<u>FLARE</u>	<u>KEY</u>	<u>L/R</u>
101	363 Stop	565 Stop	748 Wide	
106	989	439 A Wide/Sneak		

<u>FLOOD</u>	<u>PLAY PASS</u>	<u>PLAY ACTION PASS</u>
Lo/Hi 7-A Delay	P. 30 Drive 208	S.P. Waggle 633
Lo/Hi 617		

<u>SPRINT</u>	<u>DASH</u>
453 B Arrow	436

- 1.4 If we are really backed up inside the -10, we will go with our Pair Offense.
- 1.5 Concentration on who to attack down here is as important as how to attack.

TWO MINUTE CONSIDERATIONS

The most important part of a game is the last two minutes of either half. It is imperative to know when the clock is to be stopped and whether the clock will start again with the snap or with the referee's signal.

The team best able to handle itself through this time period without confusion and frustration will be the champion.

When we are behind, ball carriers and receivers must think in terms of getting as much yardage as possible and then getting out of bounds. When we are trying to score, know whether we need a touchdown or a field goal.

If we are ahead, stay in bounds and seek to run out the clock. Take as much time as you possibly can in the huddle without violating the 30 second count.

The clock is stopped in the last two minutes when one of the following occurs:

1. Notification of two minute period is given.
2. A called time-out by player or official.
3. Incomplete forward pass.
4. Ball goes out of bounds.
5. A penalty.
6. Injured player.
7. Quarterback is tackled attempting to pass.
8. On a measurement for first down.
9. Center requests a dry ball. Use this only when the request is legitimate.

The clock starts on the snap:

1. After a called time out.
2. After an incomplete pass.
3. After the ball carrier has gone out of bounds.
4. After notification of the two minute period.
5. After change of possession.
6. After a penalty.

The clock starts on the referee's whistle:

1. After a measurement for first down.
2. After an excess time out.
3. After a lateral out of bounds.
4. After a purposely incurred penalty designed to stop the clock.
5. After a quarterback sack.

On a kickoff during the last two minutes the clock starts when the ball is legally touched.

There are several other important factors which prevail during the final two minutes of each half. These are:

1. During the last two minutes of either half, one time out in excess of the legally allotted three time outs, is allowed for an injured player who must be designated by the captain and be removed from the game. However, the ball shall not be put in play thereafter until the clock has run for ten seconds and either half can end during this ten second period.
2. Any subsequent time out under the same conditions is penalized five yards along with the ten second run off.
3. Any time the referee determines that an illegal delaying tactic is being used he will run ten seconds off the clock. Either half can end during this ten second period.
4. The referee no longer must wait until all defensive players are on the proper side of the line of scrimmage. He can signal the ball ready for play when the offense is ready. If a defensive man is on the wrong side of the line of scrimmage at the snap the whistle is blown immediately, the clock is stopped and a five yard penalty is marked off against the defense.

OUR TWO MINUTE OFFENSE PLAN WHEN WE ARE BEHIND

MECHANICS

Whenever the clock is stopped or there is a time out we will huddle and call two plays. Both plays will be from the same formation.

If the first play results in the clock being stopped we will huddle once again and call two plays.

If the clock is running after the first play of a two play sequence we will line up on the ball and run the second play without huddling. The snap signal is on "HUT." There will be a preliminary call of "SET" by the QB. Example:

"SET -- HUT" (Ball is snapped on "HUT")

If the QB does not wish to use the second play of a sequence he will yell "Omaha!" several times as our team is lining up. He will then call a play twice and the ball will be snapped on the "SET/HUT" after the designation of the new play and the "SET" call. An example of this sequence is shown below.

"Omaha - Omaha - 96 - 96 - SET - HUT"

If the two play sequence has been completed and our QB still does not wish to huddle he will yell "Omaha!" several times. Our team will line up on the ball in the same formation which they had used on the previous play and we will once again carry out our "Omaha" procedure. .

"Omaha" is used, therefore, in two situations:

1. When the QB does not want to huddle.
2. When the QB elects to change the second play of a two play sequence.

On all no huddle plays our linemen will assume a three point stance immediately upon lining up.

IMPORTANT CONSIDERATIONS CONCERNING USE OF YOUR TIME OUTS

Know the down and yardage. A quarterback must not throw a "kill the clock" pass on fourth down. A ball carrier and receiver must be thinking of getting out of bounds but not on fourth down until he makes the necessary first down yardage.

Save all your time outs until after the two minute warning. You cannot, however, be certain that all time outs will be available to you during the two minute period. We may have had to use one or more time outs on defense in order to conserve time in conjunction with our efforts to get the ball back from our opponents.

If three time outs remain you can use one of them during the first minute of the two minute period. It is not desirable to waste a down during this first minute if all three time outs are still available to you.

Do not wait too long to use your time outs during the two minute period. If all three remain with less than a minute to play be ready to start using the first one immediately.

If you are in a situation with more than one time out remaining and you have just had a long gainer and the clock continues to run you should use a time out rather than use a lot of time getting our team to the new line of scrimmage.

During the last one minute you need not use a "kill the clock" pass if two time outs remain. Use either "Omaha" or one of the two remaining time outs. We do not want to waste a valuable down unless absolutely necessary.

When we are behind use your final time out as follows:

1. If it is fourth down, regardless of time remaining if the clock is running.
2. With 15 seconds left for a touchdown regardless of down and distance.
3. If we are going for a field goal and we are in range run the clock down to five seconds; then call the time out. Be careful, of course, not to violate the 30 second rule when running the clock down to five seconds. Get it as close to five seconds as you can within the 30 second limitation.
 - a. If a field goal would win the game we will run the clock down in order to kick it even when it is not fourth down so long as we are within easy range.
 - b. When a field goal would tie the game and a touchdown would win the game we will utilize our downs in order to try for the touchdown before settling for a field goal attempt on fourth down or on the last play of the game. This approach would prevail also at the end of the first half.

ADDITIONAL FIELD GOAL CONSIDERATIONS WITH NO TIME OUTS REMAINING

1. If it is not fourth down and 15 seconds or less remain call an "Omaha" and use our 91 audible to kill the clock so that we can get our field goal team onto the field.
2. If it is fourth down with 15 seconds or less remaining and we are in field goal range we will have to rush the field goal team onto the field without a kill the clock play. This situation must be anticipated and our players must be alerted to the possibility on the previous down.

STOPPING THE CLOCK WHEN YOU ARE OUT OF TIME OUTS

If the clock continues to run a fourth time out can be bought in the last two minutes of either half by use of a designated injured player.

The player must be removed from the game and the officials will run 10 seconds off of the clock.

Any subsequent time outs for injury will also result in 10 seconds being run off the clock plus a penalty of five yards.

UNUSUAL DOWN AND DISTANCE SITUATIONS

1. If an unanticipated short yardage situation occurs and you have regular personnel in the game line up in a Green formation and run a 34/35 M Boss to our tight end side. We will favor continuing to use regular personnel in short yardage situations when time is of the essence.
2. If you have goal line personnel in the game and it is a passing situation you can do one of the following:
 - a. Call a time out if one is available.
 - b. If it is not fourth down use a kill the clock pass - 91.
 - c. If it is fourth down and no time outs remain we will be forced, because of the desperate nature of the situation, to use one of our goal line play action passes. We will use a Power Green Pass 36/37 (072). The code words for these will be "Boston Left" or "Boston Right."

BASIC TWO MINUTE OFFENSE SELECTIONS WHEN WE ARE BEHIND

1. Pattern Principle: We always want to have a running back in good layoff position, even if it means calling a different flare on one of our basic patterns.
2. Formation Usage: For the most part our basic formations will be used. In order to enhance our passing game, however, we may employ four wide receivers. This will usually be accomplished by replacing one of our backs with a wide receiver.
3. General Play Selection: We will have basic Two Minute Offense selections, but we will be flexible enough to adjust each week in accordance with the type of coverage we anticipate. The plays listed below will be drawn from each week:

QUARTERBACK SUMMARY SHEET

1. You must be absolutely positive about the number of time outs remaining.
2. Do not use a time out until our two minute offense.
3. You must be certain that the team is aware of the fact that we are in the two-minute offense.
4. You must know all the rules regarding the stopping and starting of the game clock.
5. The team must be aware of whether we are thinking touchdown or field goal.
6. Remember -- It is not necessary to call a snap count. We automatically go on our first "Hut." Use the "Set" command so a defensive call will not draw us offsides.
7. Recognize the situation in which you must intentionally throw an incomplete pass - 91.
8. Follow the play closely so you will be alert to use the "Omaha" call.
9. Request a measurement anytime the ball is close.
10. Remember the situations when it is necessary to have a play called and have your team on the L.O.S. ready to go when the Referee "winds" up the clock. Use our "Short Huddle" in this situation.
11. You must understand the philosophy of when a called time out is necessary. You must hustle to be next to the correct official to quickly get the time out called.
12. Whenever you are in doubt, call a time out if you have more than one time out remaining.
13. Think in terms of using a huddle whenever possible.
14. Always be in the huddle. The alternate captain should be talking with the officials in regard to penalty, measurement, or any other situation that the ball is put back in play by the Referee.
15. NEVER GO DOWN WITH THE BALL IN YOUR HAND ON 4TH DOWN. THROW THE BALL UP AND HOPE SOMEONE MAKES THE CATCH. DO NOT GET SACKED WHEN WE ARE BEHIND AND IT IS OUR LAST SHOT TO WIN. THIS ALSO APPLIES ON 3RD DOWN IN A MUST FIELD GOAL SITUATION WHEN A SACK WOULD PUT YOU OUT OF RANGE.
16. Do not confuse the game clock with the 30 second clock.

OUR TWO MINUTE OFFENSIVE PLAN WHEN WE ARE AHEAD

GENERAL POINTERS OF IMPORTANCE FOR QB'S AND ALL OFFENSIVE PLAYERS

1. Do not call a time out.
2. Use close to the full 30 seconds on each play if the clock is running, but do not cut it so close that you risk a clock stopping penalty.
3. Runners and receivers stay in bounds.
4. Ball carriers should over protect the ball. Cover it with two hands and do not be too intense in fighting for extra yardage thereby allowing more defensive players a shot at you and at the ball.
REMEMBER! The defense is going to be going after the ball!
5. If there are less than 30 seconds remaining allow the clock to run down without leaving the huddle.
6. Do not incur a penalty. It stops the clock.
7. If you are injured try to get off the field under your own power. If you remain on the ground the clock will be stopped. If at all possible we want to avoid this happening.

FORMULA FOR USING MAXIMUM TIME IN LAST TWO MINUTES

There are two Tables shown on this page which help to illustrate the time which can be "burned." These Tables are based on factors which involve three variables:

1. The down
2. The time remaining
3. The number of time outs still available to our opponents.

Table I shows the situations in which you merely need to kneel down. In actuality the factors are shown in the purest form since the Table is constructed with no time being used for the actual running of the QB Kneel play.

Table II shows the time you can realistically expect to use when we run a play which in itself is designed to consume time. These would not be QB Kneel plays. The basic assumption is that you can use five seconds in actually running a play when our opponents call a time out immediately upon tackling the ball carrier. When the opponents have no time outs remaining, we feel we use 10 seconds (5 seconds to run the play and 5 seconds to unpile) for each first, second, and third down play. Fourth down would still be a 5 second play:

TABLE I: QB KNEEL FORMULA

	NO TIME OUTS	ONE TIMEOUT REMAINING	TWO TIMEOUTS REMAIN	THREE TIMEOUTS REMAIN
1ST DOWN	1:30	1:00	:30	
2ND DOWN	1:00	:30		
3RD DOWN	:30			
4TH DOWN				

TABLE II: FORMULA FOR TIME WHICH WE SHOULD BE ABLE TO KILL

	NO TIMEOUTS	ONE TIMEOUT REMAINING	TWO TIMEOUTS REMAIN	THREE TIMEOUTS REMAIN
1ST DOWN	2:00	1:25	:50	:20
2ND DOWN	1:20	:45	:15	:15
3RD DOWN	:40	:10	:10	:10
4TH DOWN	:05	:05	:05	:05

1. Requires using 5 seconds per play when a time out remains.
2. Requires using 10 seconds per play when no time outs remain.

PUNTING GAME CONSIDERATIONS IN LAST TWO MINUTES

I. WHEN WE ARE AHEAD AND WE MUST PUNT

1. Expect an all out punt block attempt. Protect longer and be very alert to employing your protection rules and techniques.
2. Punter be ready to kick more quickly even at the expense of a "picture" punt.
3. Do not punt out of bounds unless instructed to do so.
4. In most situations when the clock is running we will probably use the full 30 seconds even if it means taking a five yard penalty. Only when the five yards are of vital field position importance will we punt before the full 30 seconds elapse.
5. If fewer than five seconds remain we will likely not punt. Instead we will try to use the time remaining before our punter or ball carrier is tackled. You will receive specific instructions on this from the bench.
6. Do not down a punt but be certain to stay around the ball until the whistle actually is blown.

II. WHEN WE ARE AHEAD AND THE OPPONENT IS PUNTING TO US

1. Be overly cautious in avoiding penalties.
2. We will instruct the safety man in regard to whether he should do one of the following:
 - a. Do not handle the punt under any circumstances. Get far away from the ball. Move closer to the line of scrimmage and be alert for a fake.
 - b. Fair catch.
 - c. Use normal punt return procedures.

III. WHEN WE ARE BEHIND AND THE OPPONENT IS PUNTING TO US

If it is the last play of either half and a field goal is meaningful to us we will fair catch any punt which comes down within field goal range. In this situation even if time expired on the last play we would be allowed a free kick for a field goal.

If an opponent has taken an intentional safety and very little time remains when they use a high free kick punt from their 20-yard line we are allowed to use a fair catch so that our receiver can catch the ball without interference. Do not do this with no time remaining unless we are in field goal range and a field goal is meaningful to us.

STOPPING THE CLOCK ON DEFENSE PRIOR TO THE TWO MINUTE WARNING

If we are trailing with the clock running and the opponent has the ball with 3:00 or less to play, we will very likely use at least one time out on defense prior to the two minute warning. We would have two purposes in mind for doing this:

1. To stop the clock.
2. To force our opponents to use up one or more downs prior to the two minute warning thereby forcing an earlier punt from them.

This tactic is valid even if only 2:05 remains since it will force them to use a down before the clock stops at 2:00.

Two cautionary notes so far as using this tactic are:

1. Do not call such a time out if the clock is stopped (out of bounds, penalty, etc.).
2. If the opponent is very close to making a first down. Remember we are using this tactic in order to make him use up his downs. If we use a time out in a situation where it seems likely that our opponent will pick up a first down anyway we have spent a precious time out without actually having forced the desired punt.

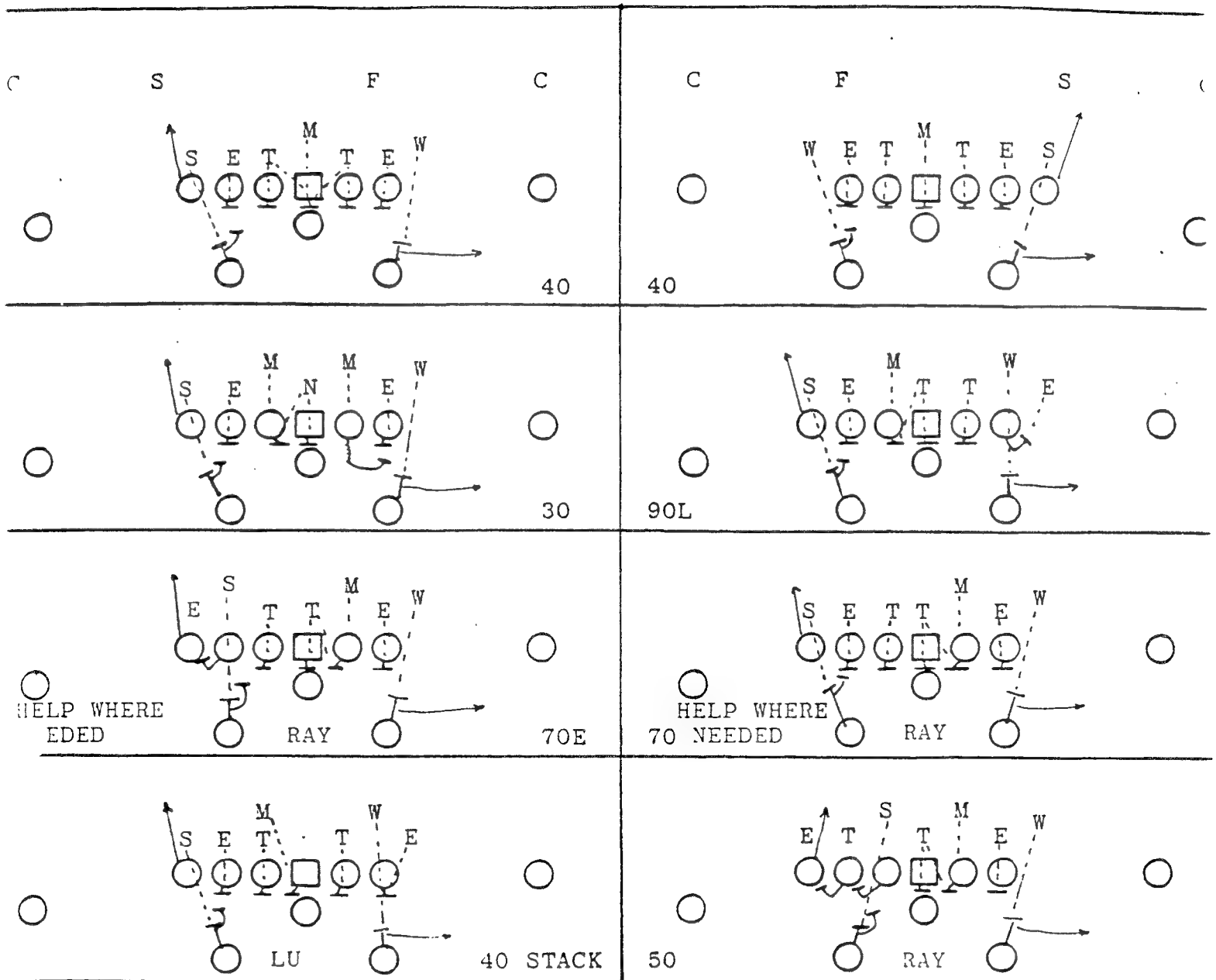
We will yell "Geronimo" and give the "Geronimo" signal from the bench when we wish to use these defensive time outs. Our defensive captain must still use his good judgment so far as the two cautionary items are concerned.

L OR R SERIES

THE L/R SERIES IS A STRONG OR WEAKSIDE SERIES, DEPENDING ON THE CALL. THE LINE BLOCKS BASE, SETTING UP FOR THE QB TAKING A 7 STEP DROP. THE BACK WITH THE CALL HAS NORMAL S.P.U., THEN HELPS HIS OFFENSIVE TACKLE FROM AN OUTSIDE POSITION. IF HE DOESN'T NEED YOUR HELP, YOU RELEASE ON BASE. THE BACK WITHOUT THE CALL HAS NORMAL S.P.U., AND RUNS HIS ROUTE. ALL RECEIVER ROUTES MAINTAIN THEIR ORIGINALLY ASSIGNED BREAKING POINTS.

QUICK OR FIRM PROTECTION CAN BE COMBINED WITH A R OR L SERIES.

L PROTECTION



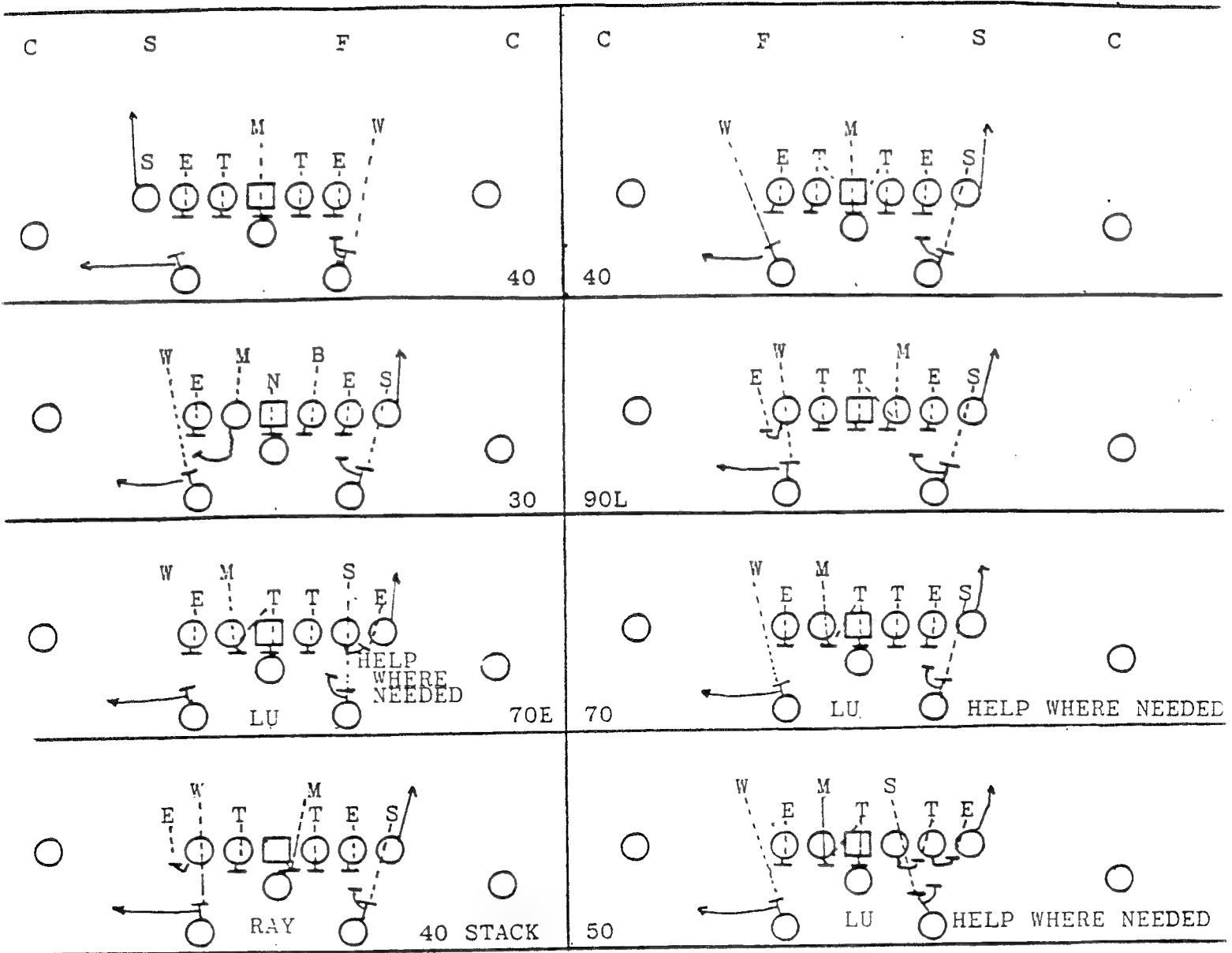
BLOCKING RULES

- | Y | PATTERN |
|------------------|--|
| ON-SIDE TACKLE : | BASE BLOC D.E. |
| ON-SIDE GUARD : | COVERED, BASE BLOC D.T. - UNCOVERED, BLOC LB. |
| CENTER : | COVERED BLOC NOSE - UNCOVERED, AREA BLOC MAC WITH GUARDS |
| OFFSIDE GUARD : | COVERED, BASE BLOC D.T. - UNCOVERED, BLOC LB. |
| OFFSIDE TACKLE : | BASE BLOC D.E. |
| A BACK : | IF YOU ARE CALLED ON THE R/L - YOU HAVE S.P.U. ON FRANK TO WILL - NO DOG HELP O.T.: IF YOU ARE NOT THE BACK ON R/L, NORMAL S.P.U. & RUN ROUTE. |
| B BACK : | IF YOU ARE CALLED ON THE R/L - YOU HAVE S.P.U. ON ROVER TO STUB - NO DOG HELP O.T.: IF YOU ARE NOT THE BACK ON R/L, NORMAL S.P.U. & RUN ROUTE. |

COACHING POINTS

Y	PATTERN
ONINSIDE TACKLE	BASE BLOC D.E. - POSSIBLE HELP FROM OUTSIDE BY BACK (IF YOU'RE ON THE "L" OR "R" SIDE.) SO OVER PROTECT YOUR INSIDE SLIGHTLY. YOU ARE ALONE WHEN OLB IS ALIGNED INSIDE D.E. - BUBBLE YOUR SIDE, BE READY TO HANDLE INSIDE RUSH BY D.E. M/M.
ONINSIDE GUARD	BASE BLOC D.T. VS 40, EXPECT HELP FROM OCN, AREA MIDDLE STUNTS - VS. 40 STACK LU OR RAY CALL YOUR SIDE, WORK WITH OCN ON STACK - LU OR RAY AWAY YOUR SIDE PUTS YOU M/M ON D.T. BUBBLE ON YOU LOU OR RAY YOUR SIDE, CHECK LB TO HELP WITH OCN.30 DEF, LOU OR RAY CALL YOUR SIDE, CHECK LB TO HELP OCN ON NOSE. "L" AND "R" CALLS ARE AUTOMATICALLY LU AND RAY FOR THE GUARDS & OCN.
CENTER	VS. 40, AREA BLOC MIDDLE WITH GUARDS - 40 STACK, MAKE LOU OR RAY CALL TO STACK SIDE & WORK WITH THAT GUARD. VS 90 & 70 DEF. YOUR BUBBLE GUARD BECOMES LOU OR RAY & WILL AREA BLOC NOSE & MAC WITH YOU. VS 30 DEF, "L" & "R" CALLS ARE AUTOMATICALLY LU & RAY FOR THE GUARDS & OCN.
OFFSIDE GUARD	BASE BLOC D.T. VS 40, EXPECT HELP FROM OCN, AREA MIDDLE STUNTS - VS 40 STACK, LU OR RAY CALL YOUR SIDE, WORK WITH OCN ON STACK LU OR RAY AWAY YOUR SIDE, PUTS YOU M/M ON D.T. - BUBBLE ON YOU, LU OR RAY YOUR SIDE, CHECK LB TO HELP WITH OCN - 30 DEF, LOU OR RAY AWAY FROM YOUR SIDE, CHECK LB TO HELP BACK ON OLB, NO HELP NEEDED, HELP OTT - "L" & "R" CALLS ARE AUTOMATICALLY LU & RAY FC GUARDS & OCN.
OFFSIDE TACKLE	BASE BLOCK D.E. - POSSIBLE HELP FROM OUTSIDE BY BACK. BUBBLE YOUR SIDE, BE ALERT TO HANDLE INSIDE RUSH BY D.E. M/M.
QUARTER BACK	
B BACK	IF YOU ARE CALLED ON THE R/L - YOU HAVE S.P.U. ON ROVER TO STUB NO DOG HELP O.T.: IF YOU ARE NOT THE BACK ON R/L, NORMAL S.P.U. & RUN ROUTE.
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R PROTECTION

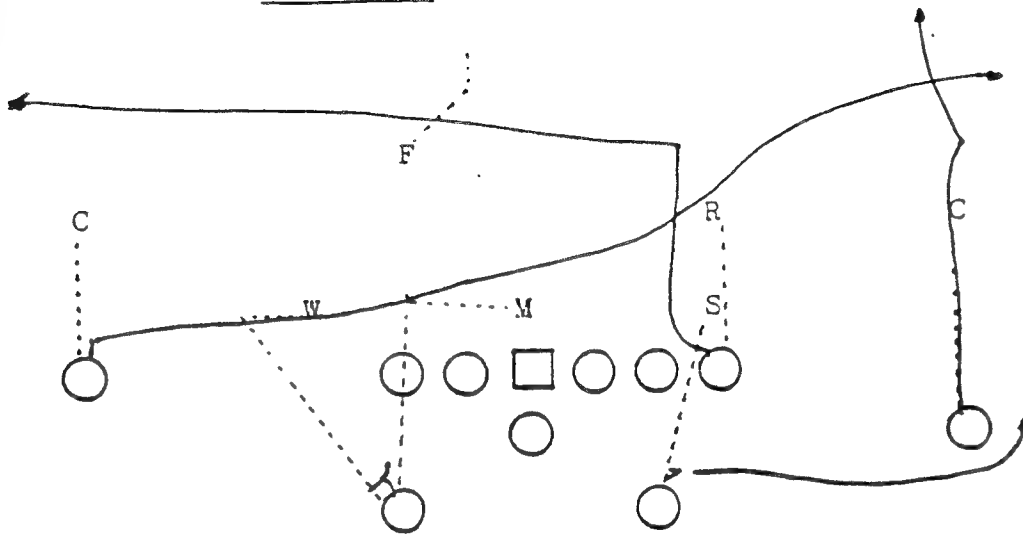


BLOCKING RULES

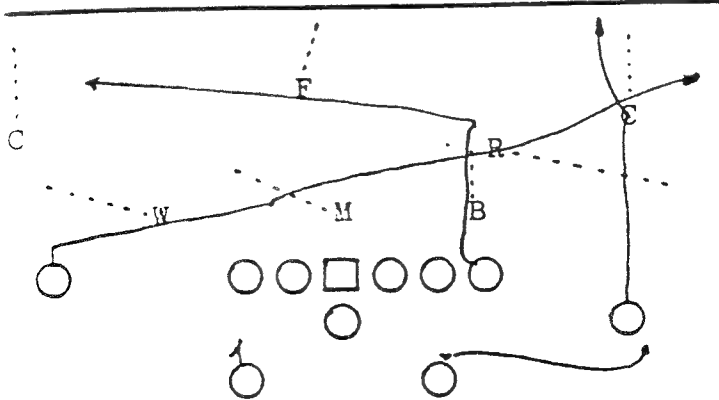
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OFFSIDE GUARD :	COVERED, BASE BLOC D.T. - UNCOVERED, BLOC LB.
OFFSIDE TACKLE :	BASE BLOC D.E.
A BACK :	IF YOU ARE CALLED ON THE R/L - YOU HAVE S.P.U. ON FRANK TO WILL - NO DOG HELP O.T. : IF YOU ARE NOT THE BACK ON R/L, NORMAL S.P.U. & RUN ROUTE.
B BACK :	IF YOU ARE CALLED ON THE R/L - YOU HAVE S.P.U. ON ROVER TO STUB - NO DOG, HELP O.T. : IF YOU ARE NOT THE BACK ON R/L, NORMAL S.P.U. & RUN ROUTE.

COACHING POINTS

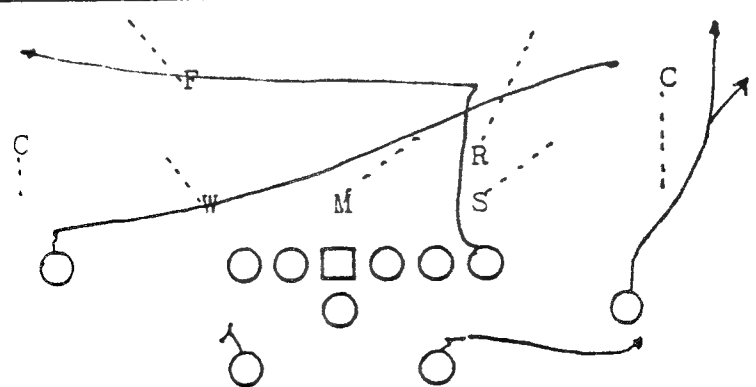
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OFFside TACKLE	BASE BLOCK D.E. - POSSIBLE HELP FROM OUTSIDE BY BACK. BUBBLE YOUR SIDE, BE ALERT TO HANDLE INSIDE RUSH BY D.E. M/M.
QUARTER BACK	
B BACK	IF YOU ARE CALLED ON THE R/L - YOU HAVE S.P.U. ON ROVER TO STUB NO DOG HELP O.T.: IF YOU ARE NOT THE BACK ON R/L, NORMAL S.P.U. & RUN ROUTE.
A BACK	IF YOU ARE CALLED ON THE R/L - YOU HAVE S.P.U. ON FRANK TO WILL NO DOG HELP O.T.: IF YOU ARE NOT THE BACK ON R/L, NORMAL S.P.U. & RUN ROUTE.;



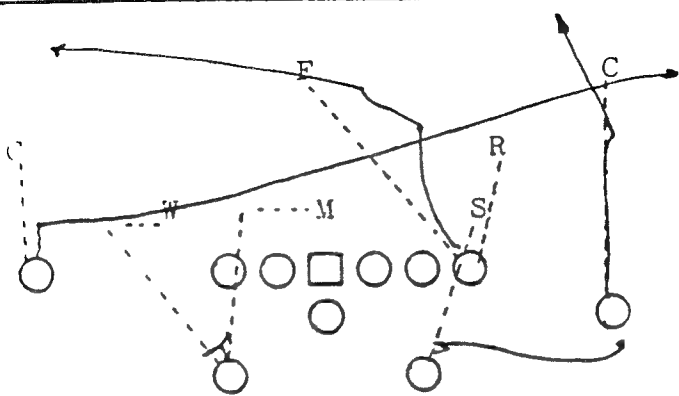
COVER 4 FREE



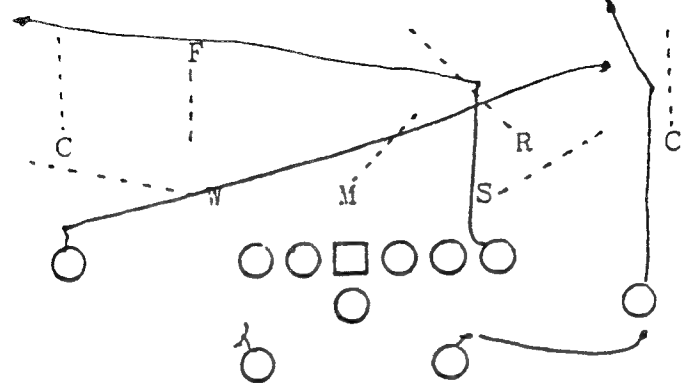
COVER 1 SKY



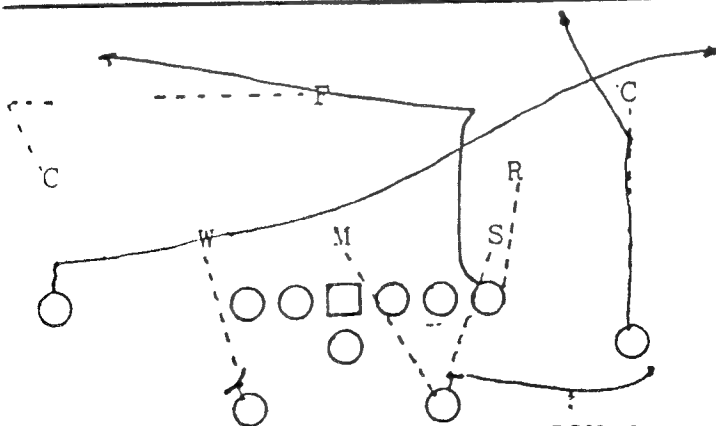
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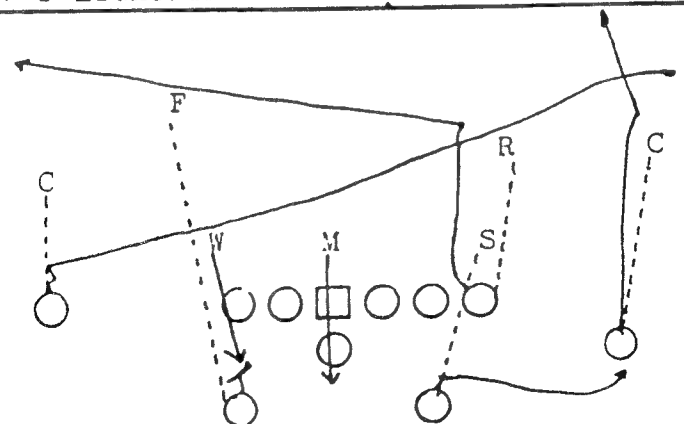
COVER 3 Z



COVER 5 LIGHTNING



COVER 6



COVER 9

COACHING POINTS

SERIES & PROTECTION L OR R PATTERN ZERO 88 FLARE CONTROL BASE

QUARTERBACK A MAN TO MAN PATTERN

P.S.L. SAFETIES READ MAC & ROVER DROP 7 STEPS

PROGRESSION DETERMINED ON FRANK'S RESPONSIBILITY TO HELPING ROVER.

1. READ MAC AND ROVER TO DETERMINE ZONE OR MAN COVERAGE.
- C.P.s: 2. ZONE COVERAGE GO TO BASE.
3. MAN COVERAGE READ FRANK'S REACTION TO Y ON HIS 8 ROUTE.
4. IF FRANK HOLDS POST, WORK Y, IF HE REACTS TO Y, CHECK Z, IF Z IS COVERED BY CORNER, GO TO X.

REC. ADJs Vs CLOUD X BURST Y NONE Z CONVERT Y's ADJ. Vs. COV. 2 NONE
TO 7

HALFBACK

Protection L ROUTE NONE

C.P.s: 1. S.P.U ON WILL. HELP YOUR O.T.

FULLBACK

Protection S.P.U. STUB ROUTE BASE RELEASE OUTSIDE

- C.P.s: 1. STEP AT STUB, CHECK 'EM & THEN RELEASE LOSING GROUND SLIGHTLY.
2. ROLL THROUGH THE ORIGINAL ALIGNMENT OF Z.
3. DON'T HURRY, WORK UPFIELD TOO FAR.

X

SPLIT 8-10 YDS ROUTE ZERO RELEASE INSIDE ADJ. Vs. CLOUD BURST

- C.P.s: 1. DRIVE UNDERNEATH WILL, AND IF POSSIBLE MAC.
2. YOU SHOULD BE 6 YDS. DEEP OVER THE BALL, FAN UP & COME UNDERNEATH & GAINING DEPTH.
3. DON'T EXPECT BALL UNTIL YOU CLEAR Y'S ORIGINAL POSITION.
4. YOUR DEPTH ON THE FAR SIDE OF THE FORMATION SHOULD BE 18-20 YDS DEEP.

Y

SPLIT NORMAL ROUTE FLAT 8 RELEASE INSIDE ADJ. Vs. CLOUD NONE

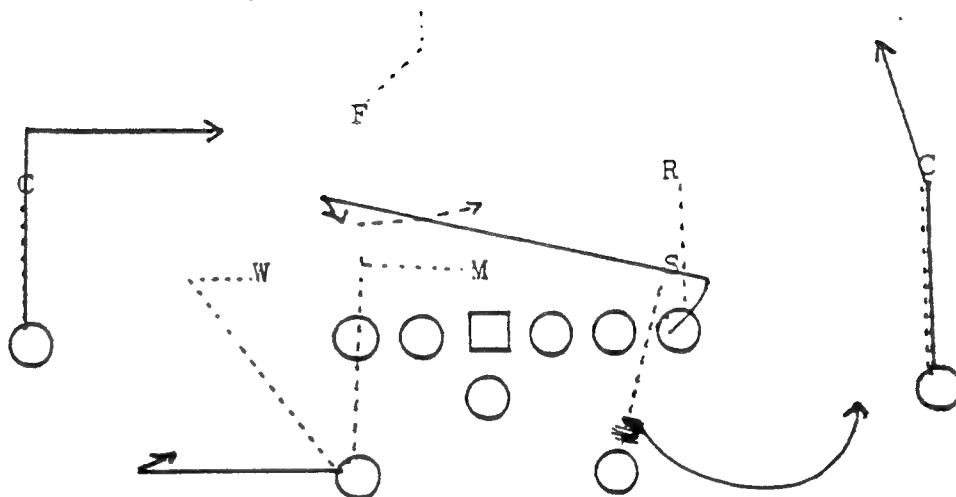
ADJ. Vs. COV. 2: NONE

- C.P.s: 1. GET QUICK VERTICAL DEPTH TO 10-12 YDS. DEEP. BREAK ACROSS THE FIELD TO A DEPTH OF 18-20 YDS. DEEP.
2. KNOW COVERAGE - BEAT ROVER, AND PUSH HIM UPFIELD VS MAN COVERAGE.
3. BE ALERT FOR BALL AFTER YOU CLEAR FAR HASH AREA.

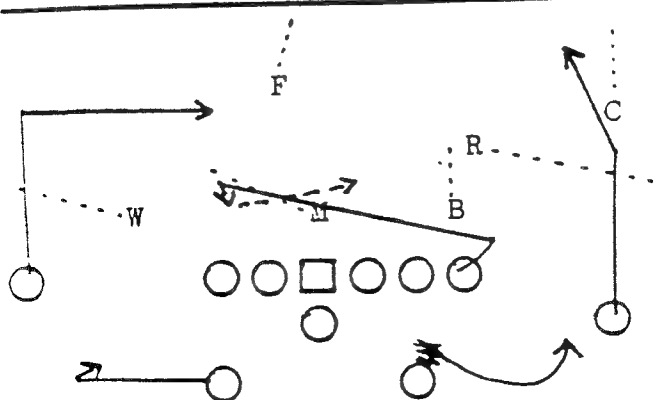
Z

SPLIT WIDE ROUTE 8 RELEASE VARIABLE ADJ. Vs. CLOUD CONVERT TO

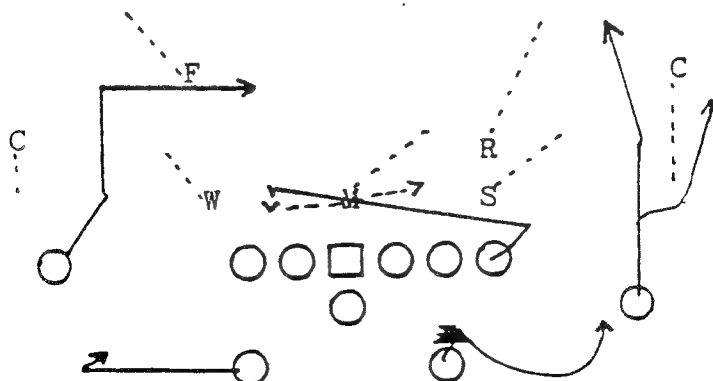
- C.P.s: 1. DRIVE OFF THE L.O.S. AND PUSH THE CORNER DEEP, ATTEMPTING TO PUSH HIM OUTSIDE.
2. GIVE HIM A JAB MOVE AT THE TOP OF YOUR STEM & BREAK FOR POST.
3. BE ALERT FOR DOG - BEAT CORNER TO POST. BE AWARE OF ROVER'S PLAY. HE WILL TELL YOU WHEN YOU ARE PRIMARY RECEIVER (6-5-9).



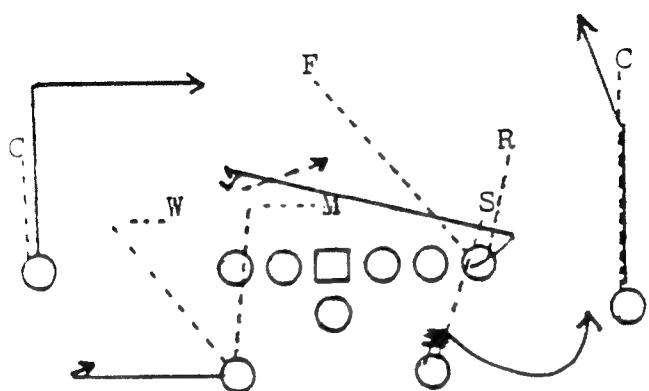
COVER 4 FREE



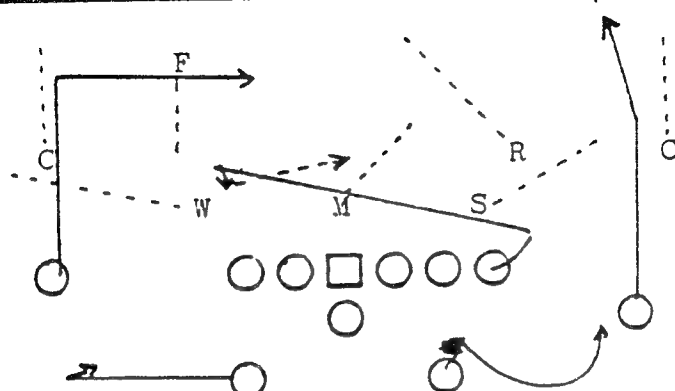
COVER 1 SKY



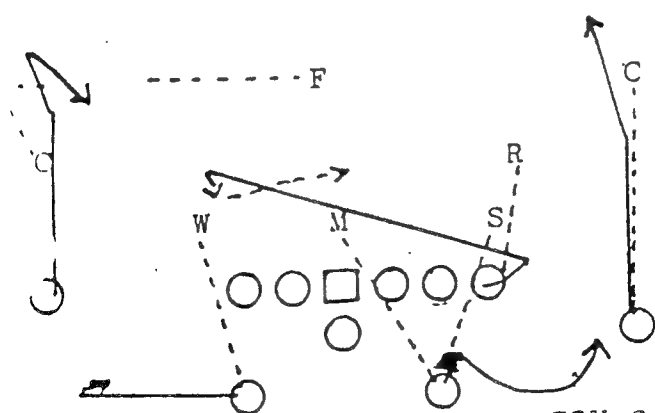
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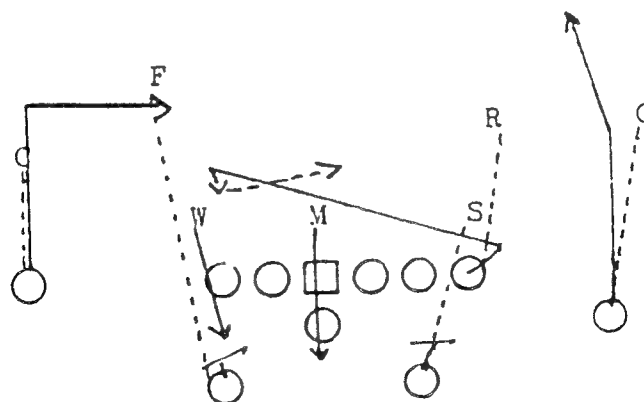
COVER 3 Z



COVER 5 LIGHTNING



COVER 6



COVER 9

COACHING POINTS

SERIES & PROTECTION R/L PATTERN 428 FLARE CONTROL B CHECK
QUARTERBACK THINK WEAKSIDE

P.S.L. SAFETIES READ MAC-FRANK DROP 7 STEP

PROGRESSION Y-X-A

- C.P.s: 1. TAKE A GOOD 7 STEP DROP. READ FRANK'S DIRECTION.
 2. IF FRANK MOVES WEAK, BE READY TO GO TO 8 ROUTE.
 3. YOUR TE WILL DECLARE HIS 2 ROUTE 7 YDS. DEEP OVER WEAK-SIDE GUARD. IF MAC DROPS DEEP, GO TO Y ON BREAK
 4. DELIVER BALL TO X AS HE CLEARS Y.

REC. ADJs Vs CLOUD X BURST Y NONE Z FADE Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection S.P.U. WILL ROUTE BASE

- C.P.s: 1. STEP TO WILL, NO DOG, RUN BASE.
 2. SET DOWN ON BASE ROUTE & FACE QB.
 3. MAKE THIS ROUTE LOOK LIKE A ROSE OR LILLY CALL.

FULLBACK

Protection S.P.U. STUB ROUTE CHECK RELEASE OUTSIDE

- C.P.s: 1. CHECK STUB. IF HE DOGS, STEP UP AND TAKE HIM ON.
 2. IF STUB DROPS, HELP YOUR SIDE OF L.O.S.
 3. NO HELP NEEDED, CHECK.

X

SPLIT WIDE ROUTE 4 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s: 1. DRIVE OFF AND PUSH DEEP TO 15 YDS. GET TO MAXIMUM DEPTH & WIDTH.
 2. SQUARE IN AT 20 YDS. AS YOU COME INSIDE THE QB WILL THROW YOU OPEN.
 3. BE ALERT FOR BRACKET COVERAGE (6)

Y

SPLIT NORMAL ROUTE 2 RELEASE INSIDE ADJ. Vs. CLOUD NONE

ADJ. Vs. COV. 2: NONE

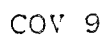
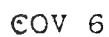
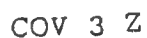
- C.P.s: 1. FORCE AN INSIDE RELEASE.
 2. COME UNDER ALL LB'ERS
 3. AS YOU CLEAR BALL, FAN UP TO 7 YDS DEEP & DECLARE YOUR POSITION;
 4. IF YOU ARE COVERED, YOU CAN SLIDE STRONG.

Z

SPLIT NORMAL ROUTE 8 RELEASE VARIABLE ADJ. Vs. CLOUD FADE

- C.P.s: 1. DRIVE OFF THE L.O.S. & PUSH THE CORNER DEEP & BURST, ATTEMPT TO TURN HIM OUTSIDE.
 2. GIVE HIM A MOVE AT THE TOP OF YOUR STEM & BREAK TO THE POST.
 3. BE ALERT FOR DOG. BEAT THE CORNER TO THE POST. BE ALERT FOR ROVER'S PLAY. YOU WILL KNOW WHEN YOU BECOME A PRIMARY RECEIVER (3-6-9).

DEEP



COACHING POINTS

SERIES & PROTECTION L PATTERN 314 FLARE CONTROL BASE-Y
DEEP
QUARTERBACK THINK STRONGSIDE

P.S.L. SAFETIES READ MAC TO ROVER DROP 7 STEPS

PROGRESSION Y TO Z TO B

1. TAKE A GOOD 7 STEP DROP READING MAC TO ROVER FOR ZONE
 C.P.s: OR MAN

2. STAY STRONGSIDE, CONCENTRATING ON Y TO Z. Y WILL OPEN
 EARLY, IF NOT GET TO Z

3. IF YOU READ C-3, THINK X ON 8 VERTICALLY.

4. THIS IS A GOOD ZONE PATTERN IN THAT IT STRETCHES THE ZONE

REC. ADJS Vs CLOUD X BURST Y HOOKUP Z BURST :Y's ADJ. Vs. COV. 2 HOOKUP

HALFBACK

Protection S.P.U. WILL ROUTE NONE

1. CHECK WILL - IF HE DOGS, STEP UP AND BLOCK HIM.

C.P.s: 2. IF WILL DROPS, HELP YOUR OFFENSIVE TACKLE.

3. NO HELP NEEDED, CHECK BASE.

FULLBACK

Protection S.P.U. STUB ROUTE BASE RELEASE OUTSIDE

1. STEP AT STUB, CHECK 'EM AND THEN RELEASE LOSING GROUND
 C.P.s: SLIGHTLY.

2. DON'T HURRY & WORK UPFIELD TOO FAR. STRETCH ZONE
 VERTICALLY WITH Z.

3. ROLL THRU THE ORIGINAL ALIGNMENT POSITION OF Z.

4. Y IS RUNNING AN 8 YD. OUT SO STAY ON L.O.S.

X

SPLIT WIDE ROUTE 8 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

1. DRIVE OFF THE L.O.S. AND PUSH THE CORNER DEEP, ATTEMPTING
 C.P.s: TO TURN HIM OUTSIDE.

2. GIVE HIM A JAE MOVE AT THE TOP OF YOUR STEM & BREAK TO POST

3. BE ALERT VS DOG - BEAT CORNER TO POST. BE AWARE OF
 FRANK'S PLAY. YOU WILL KNOW WHEN YOU ARE PRIMARY

RECEIVER (3-9)

Y

SPLIT NORMAL ROUTE DEEP 1 RELEASE OUTSIDE ADJ. Vs. CLOUD HOOKUP

ADJ. Vs. COV. 2: HOOK-UP

1. TAKE AN OUTSIDE RELEASE & READ ROVER, READ ZONE OR MAN.
 C.P.s: 2. DRIVE AND BREAK OUT AT 8 YDS. DEEP, VS MAN BEAT ROVER.

VS ZONE TIE UP PEOPLE.

3. IF THE QB DOESN'T GET YOU THE BALL EARLY, TIE UP
 UNDERNEATH COVERAGE.

Z

SPLIT WIDE ROUTE 4 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

1. DRIVE OFF AND PUSH DEEP TO 18 YDS. GET TO MAXIMUM
 C.P.s: DEPTH AND WIDTH.

2. SQUARE UP AT 23 YDS. DEEP. BE READY FOR THE BALL ON
 THE BREAK.

3. BURST VS CLOUD FORCE.

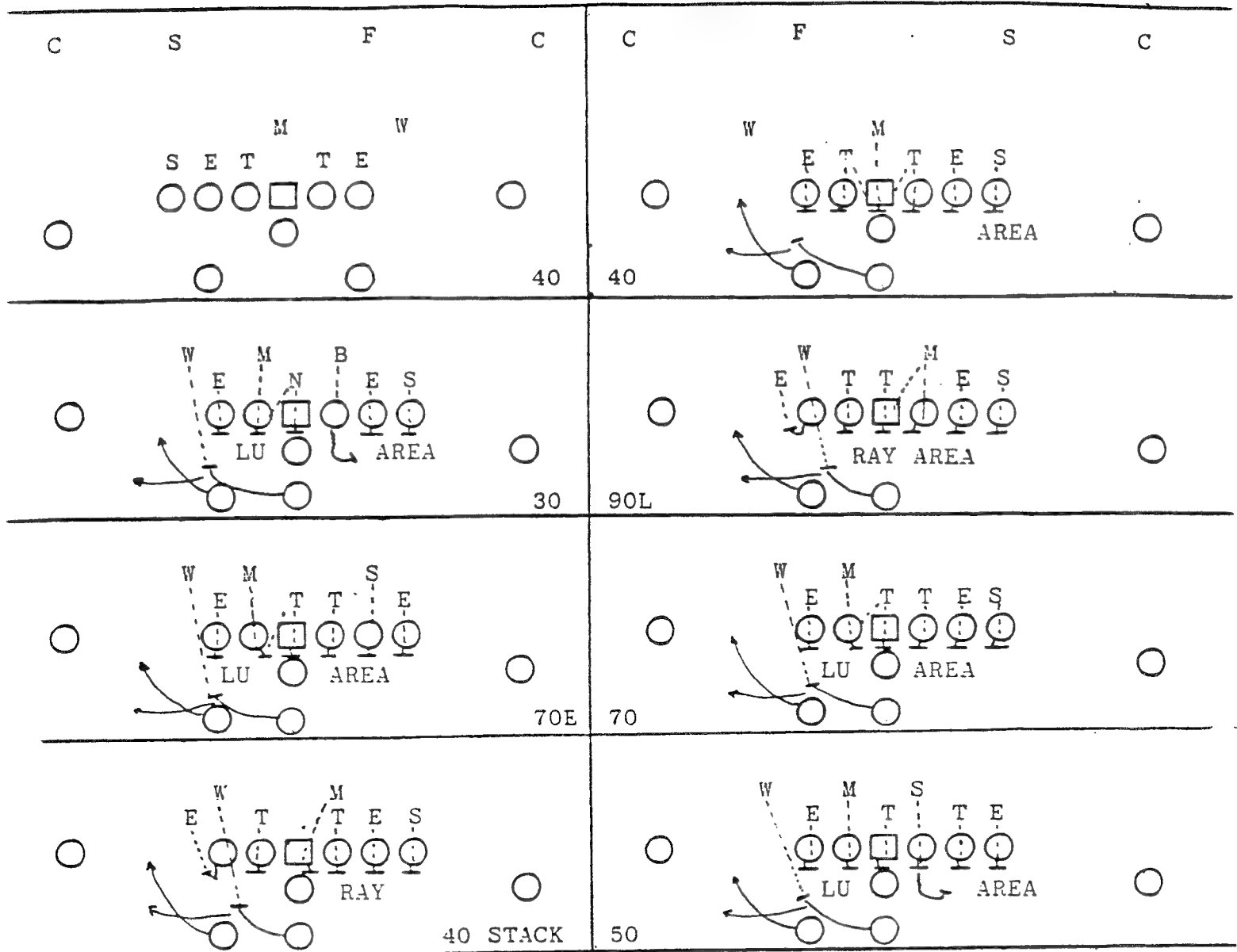
FLOOD SERIES

THE FLOOD SERIES IS OUR WEAKFLOOD SERIES. A SERIES THAT ALLOWS US TO GET 3 RECEIVERS OUT TO THE WEAKSIDE. FLOOD TELLS THE LINE TO BLOCK BASE, IF "OH" IS CALLED WITHIN THE PATTERN CALL. THE QB TAKES A 7 STEP DROP AND READS WEAK ALL THE WAY. THE HB DOES NOT HAVE PICK UP ON WILL. HE RELEASES AS FAST AS HE CAN, WHILE THE FB MOVES WEAK AND CHECKS WILL BEFORE ENTERING THE PATTERN. ALL RECEIVER ROUTES MAINTAIN THEIR ORIGINALLY ASSIGNED BREAKING POINTS.

QUICK OR FIRM TECHNIQUES CAN BE COMBINED AS A SECONDARY CALL WITH THE FLOOD SERIES. EXAMPLE: FLOOD - QUICK - 202 FLAT.

LO AND HI CALLS GIVE DIRECTION FOR PROTECTION: LO IS FLOOD LEFT: HI IS FLOOD RIGHT.

FLOOD PROTECTION (TE RIGHT) (LOW)



BLOCKING RULES

Y AREA BLOC WITH OTT

ONside TACKLE : BASE BLOC D.E.

ONside GUARD : COVERED, BASE BLOC D.T. - UNCOVERED, BLOC LB

CENTER : COVERED, BLOC NOSE - UNCOVERED, AREA BLOC MAC WITH GUARDS

OFFside GUARD : COVERED, BASE BLOC D.T. - UNCOVERED BLOC LB

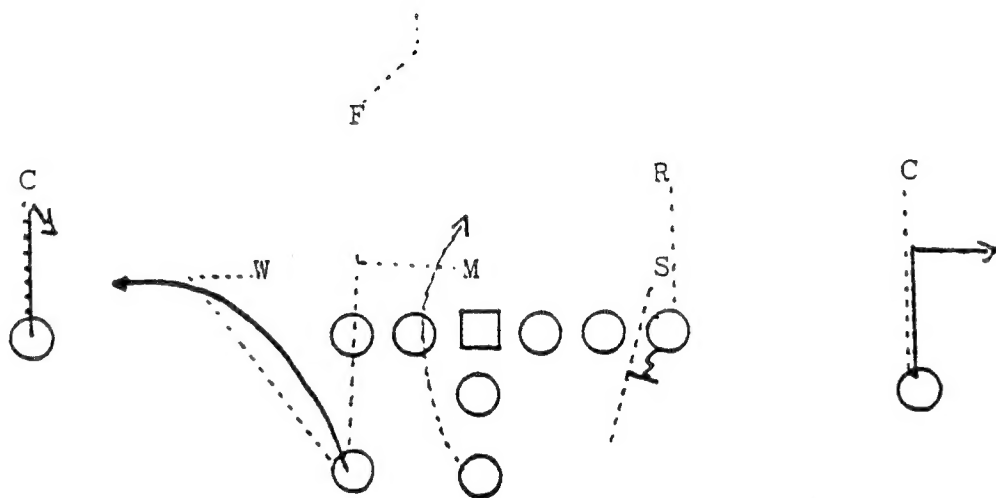
OFFside TACKLE : BASE BLOC D.E.

A BACK : N.P.U. = FREE TO RUN PATTERN

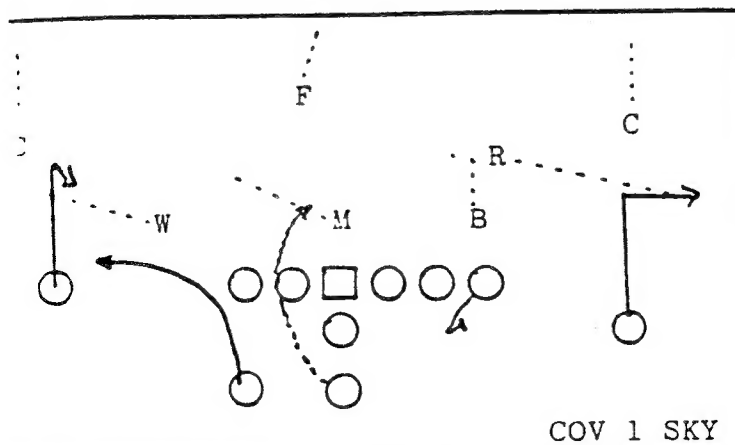
B BACK : S.P.U. = M-D-M WILL TO FRANK: PATTERN

COACHING POINTS

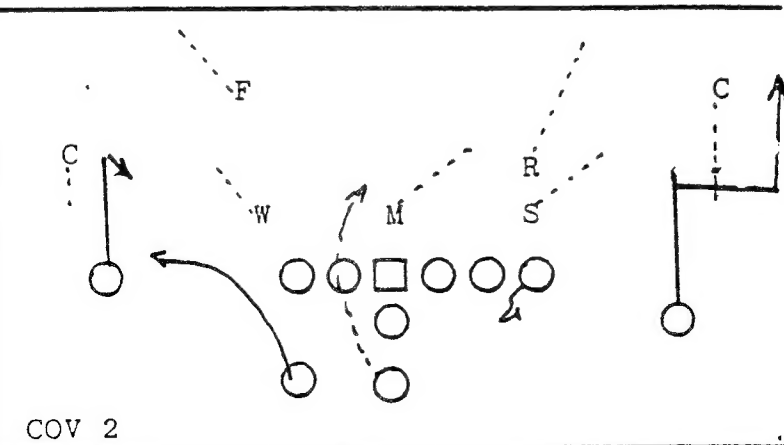
Y	AREA BLOC WITH TACKLE
OFFSIDE TACKLE Y SIDE	BASE BLOC D.E. - AREA BLOC WITH YOUR Y ANY STUNTS WITH STUB & D.E. - UNCOVERED, BLOC LB M/M ON ALL INSIDE MOVES, OUTSIDE MOVES WILL BE AREA WITH Y - ANY BUBBLE INSIDE OF YOU, ALERT TO BLOC D.E.'S INSIDE MOVES M/M.
OFFSIDE GUARD Y SIDE	BASE BLOC DT VS. 40, EXPECT HELP INSIDE FROM OCN, AREA MIDDLE STUNTS. 40 STACK. LU OR RAY CALL YOUR SIDE, WORK OCN ON STACK -LU OR RAY AWAY PUTS YOU M/M ON D.T. - BUBBLE ON YOU, LU OR RAY YOUR SIDE, CHECK LB TO HELP OCN - 30 DEF., LU OR RAY, AWAY FROM YOU, CHECK LB TO HELP Y TO OTT.
CENTER	VS. 40, AREA BLOC MIDDLE WITH GUARDS - VS. 40 STACK, MAKE LU OR RAY CALL TO STACK SIDE & WORK WITH THAT GUARD - VS 90 & 70 DEF., YOUR BUBBLE GUARD BECOMES LOU OR RAY & WILL AREA BLOC NOSE & MAC, WITH YOU. VS. 30 DEF. YOU WILL ESTABLISH LOU OR RAY AWAY FROM Y. OVER PLAY NOSE AWAY FROM CALL, YOU HAVE HIM M/M IF HE GOES AWAY.
ON INSIDE GUARD	BASE BLOC D.T. VS 40, EXPECT HELP INSIDE FROM OCN, AREA MIDDLE STUNTS - 40 STACK. LU OR RAY CALL YOUR SIDE, WORK WITH OCN ON STACK - LU OR RAY AWAY PUTS YOU M/M ON D.T. - BUBBLE ON YOU, LU OR RAY YOUR SIDE CHECK LB TO HELP OCN - 30 DEF, LU OR RAY, YOUR SIDE, CHECK LB TO HELP OCN.
ON INSIDE TACKLE OPEN SIDE	BASE BLOC D.E. - DEEP SET, 9 YDS, BY QB, MAKES YOUR DROP DEEPER & MAKES YOU GET TO AN ALMOST HEAD UP POSITION ON D.E., YOU'VE GOT TO KEEP YOUR SHOULDERS PARALLEL TO L.O.S. AS LONG AS POSSIBLE -GOT TO KEEP HIM OUT OF "NO MAN'S LAND"-DON'T LET HIM BACK DOOR YOU - STUNTS WILL BE ZONE OR M/M DEPENDING ON 1ST PENETRATION'S PATH- YOU'LL BE READY FOR ANYTHING-BUBBLE TO YOUR INSIDE PUTS YOU M/M ON DE, INSIDE OR OUTSIDE MOVES.
QUARTER BACK	
B BACK	S.P.U. = WILL TO FRANK, N/T RUN PATTERN
A BACK	N.P.U. = RUN PATTERN.



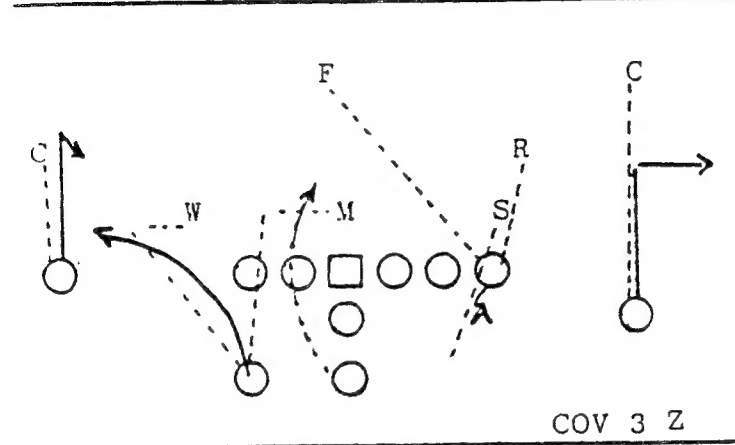
COVER 4 FREE



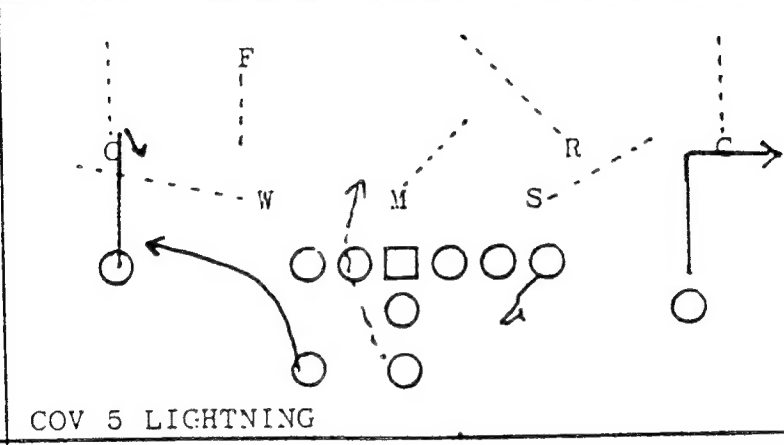
COVER 1 SKY



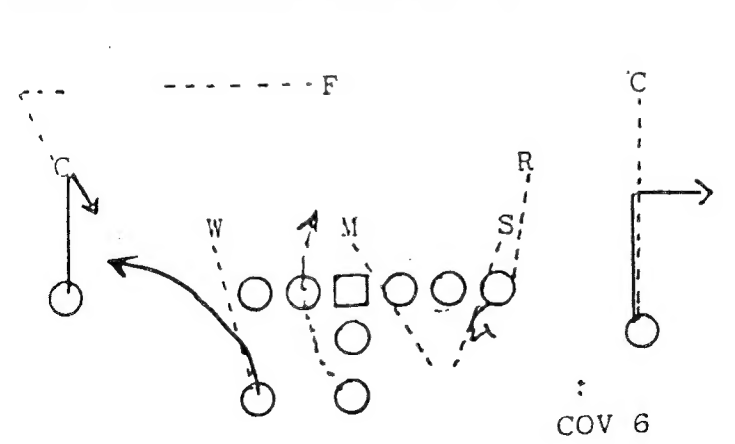
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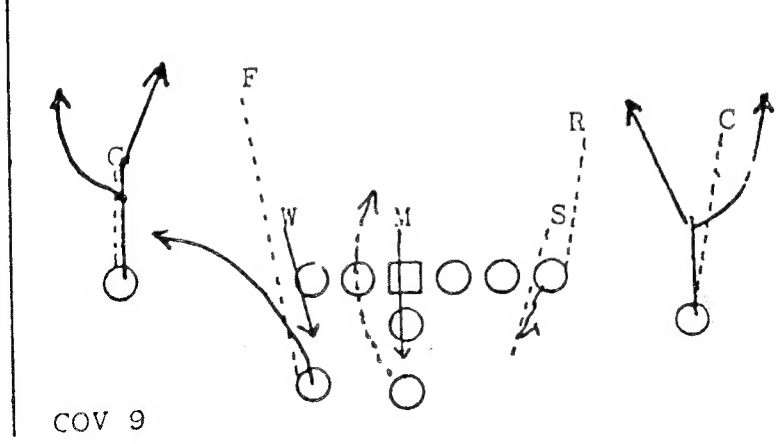
COVER 3 Z



COVER 5 LIGHTNING



COVER 6



COVER 9

COACHING POINTS

SERIES & PROTECTION FLOOD- PATTERN 903 FLARE CONTROL A ARROW-
QUARTERBACK A STRONG OR ^{FIRM} FREE SAFETY BLITZ AUDIBLE.. CHECK

P.S.L. SAFETIES READ FRANK OR ROVER DROP 5 STEPS

PROGRESSION - DEPENDS ON COVERAGE.

- C.P.s: 1. --ROVER OR FRANK BLITZ WORK Z, OR Y ON BLITZ CONTROL
2. IF THERE IS NO BLITZ, WORK 6 ROUTE TO A.
3. VS FRANK BLITZ, X WILL RUN A BLITZ CONTROL ROUTE.

REC. ADJs Vs CLOUD X BURST Y OH Z FADE: Y's ADJ. Vs. COV. 2 NONE

HALFBACK

Protection N.S.P.U. ROUTE ARROW

- C.P.s: 1. RELEASE QUICKLY, READING WILL ON THE MOVE.
2. GET WIDTH FASTER THAN YOU DO DEPTH.
3. WHEN YOU GET WITHIN 3 YDS OF THE SIDELINE, TURN UP.

FULLBACK

Protection S.P.U. WILL ROUTE CHECK RELEASE INSIDE

- C.P.s: 1. ON AUDIBLE 90 - MOVE TO A BROWN POSITION.
2. BE IN A 2 POINT STANCE.
3. CHECK FRANK TO ROVER TO WILL
4. NO BLITZ, CHECK DOWN.

X

SPLIT WIDE ROUTE FIRM 6 RELEASE VARIABLE ADJ. Vs. CLOUD BURST

- C.P.s: 1. FIRM 6 ROUTE AT 12 YARDS DEEP.
2. VS. FRANK BLITZ, RUN BLITZ CONTROL ROUTE.
3. VS. CLOUD FORCE BURST, RUN 6 ON FRANK.

Y

SPLIT NORMAL ROUTE OH RELEASE NONE ADJ. Vs. CLOUD NONE

ADJ. Vs. COV. 2: NONE

- C.P.s: 1. OH BLOCK

Z

SPLIT NORMAL ROUTE 3 RELEASE STRAIGHT ADJ. Vs. CLOUD FADE

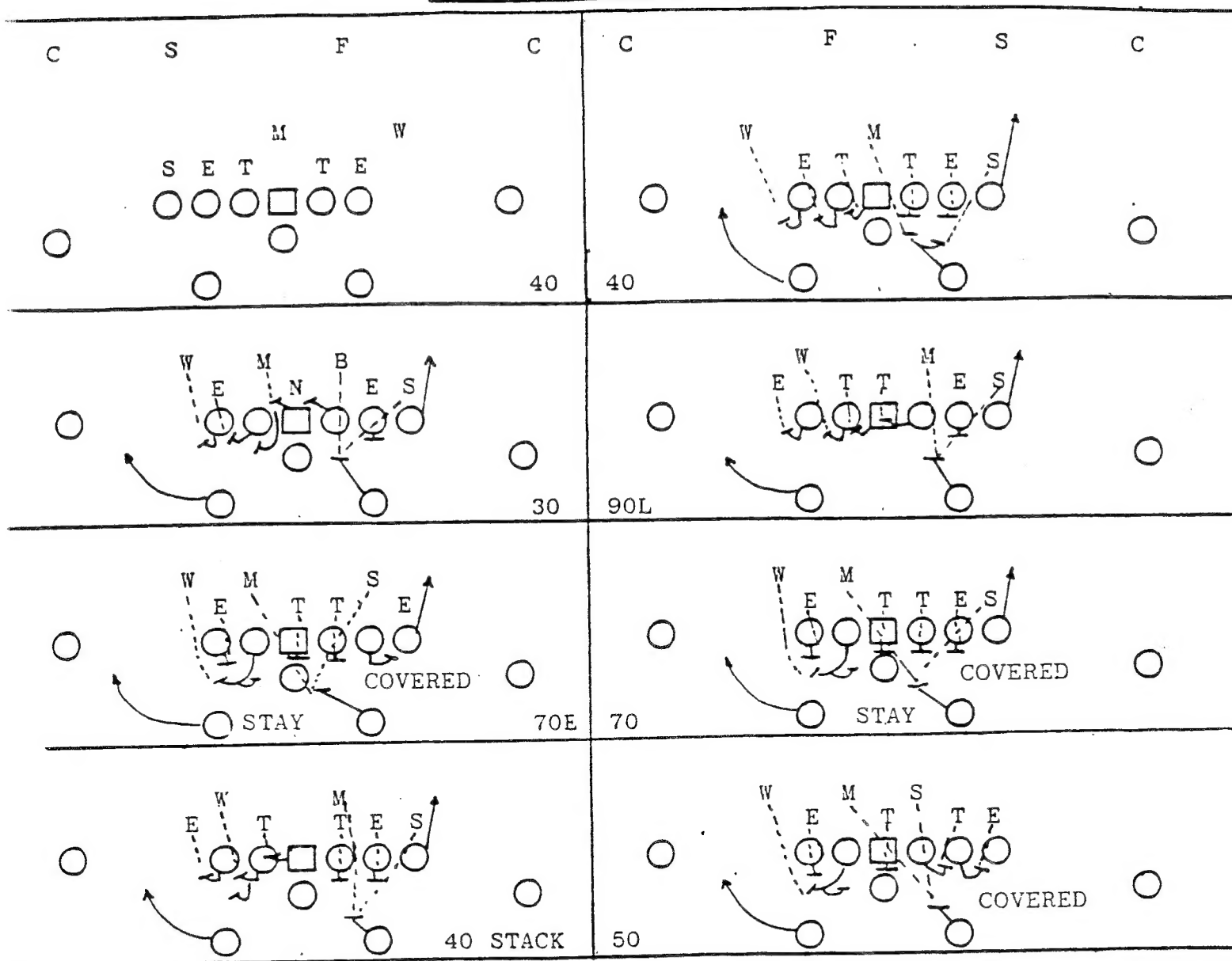
- C.P.s: 1. DRIVE QUICKLY TO A DEPTH OF 11 YDS.
2. READ TECHNIQUE OF CORNER. RUN ROUTE ACCORDINGLY.
3. VS CLOUD FORCE - FADE
4. ROLL ON BREAK & LOOK FOR THE BALL.

KEY SERIES

THE KEY SERIES IS A PROTECTION CALL -- CALLED EITHER RIGHT OR LEFT -- THAT ALLOWS US TO GET THE DESIGNATED BACK INTO A PATTERN WITHOUT HAVING SWING PICK UP. THE UNCOVERED LINEMAN TO THE CALLED SIDE HAS RESPONSIBILITY FOR THE FIRST INSIDE DOGGER TO THAT SIDE. THE REMAINING BACK HAS DOUBLE SWING PICK-UP ON MAC OR BUCK TO OUTSIDE LINEBACKER: IF NEITHER ONE DOGS RUN CALLED ROUTE. ALL RECEIVER ROUTES MAINTAIN THEIR ORIGINALLY ASSIGNED BREAKING POINTS.

ALL SERIES CALLS CAN BE COMBINED AS A SECONDARY CALL WITH THE KEY SERIES TECHNIQUES. EXAMPLE: L - KEY RIGHT - 757 WIDE: FLOOD KEY RIGHT 844 WIDE.

KEY LEFT PROTECTION (LUCKY)



BLOCKING RULES

Y	PATTERN
ON-SIDE TACKLE :	SLIDE TO CALL SIDE TO BLOC END MAN ON LINE OF SCRIMMAGE(EMLOS)
ON-SIDE GUARD :	SLIDE TO CALL SIDE, AREA PICKUP WITH YOUR TACKLE ON #2 INSIDE MAN
CENTER :	SLIDE CALL SIDE - STAY ON NOSE IF OFF GUARD COVERED.
OFFSIDE GUARD :	COVERED, BASE BLOC DT - UNCOVERED, SLIDE TO CALL SIDE.
OFFSIDE TACKLE :	BASE BLOC D.E.
A BACK :	} BACK TO KEY CALL SIDE IS FREE, N.P.U. RUN PATTERN BACK AWAY FROM KEY CALL SIDE S.P.U., A DOUBLE RESPONSE: INSIDE DOGGER TO OUTSIDE DOGGER.
B BACK :	